From -1366305676534094772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fdc821298fe6cdc3,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-11 12:16:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!clyde!burl!ulysses!bellcore!whuxcc!lcuxlm!whuxl!
houxm!ihnp4!ihuxi!store2
From: store2@ihuxi.UUCP (Wilcox)
Newsgroups: net.micro.atari8
Subject: September 1986 ANTIC TOC
Message-ID: <1402@ihuxi.UUCP>
Date: Mon, 11-Aug-86 15:16:42 EDT
Article-I.D.: ihuxi.1402
Posted: Mon Aug 11 15:16:42 1986
Date-Received: Tue, 12-Aug-86 22:03:12 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 119

*****[Ignore header path]*****

September 1986 ANTIC TOC
Theme: Weather

page article

11 WEATHER MAPS FROM SPACE
A short article on the ANTIC project and articles included in this issue.

13 WEATHER FACSIMILE WORLDWIDE
An article detailing the method of gathering and distributing weather pictures from space.

20 MUSIC STUDIO
A review of this software from Activision for both the ST and the 8-bit computers.

24 BUILD THE WEFAX INTERFACE
This is the hardware interface you will need to be able to get weather maps into your atari. Parts will cost you about $20. NOTE: You will also need a good short wave radio with single side band capability. Even that will not insure that you will be able to receive good pictures. It could depend on your location.

29 NEW OWNERS COLUMN
This is lesson 6 covering subroutines with a couple of sample uses.

31 WEFAX DECODER
This is the software program that you will need to be able to convert radio signals to information your 8-bit Atari can use to display weather pictures. You will also need the WEFAX interface described on page 24.

36 PRODUCT REVIEWS

Software
Atari Planetarium (Atari Corp)
Microleague Baseball (MicroLeague Sports Assoc.)
Star Raiders II (Atari Corp)
Compute Your Roots (Wasatch Genealogical Software)
Hardware
Microflyte ATC Joystick (MicroCube Corp)
39 BASIC TRACER
A powerful (ANTIC's word) debugging tool that displays onscreen the line number being executed by your program. Works only on XL and XE computers.
42 WHERE THE WEATHER COMES FROM
ANTIC visits a National Weather Service station to see how weather pictures are received and used.
47 WEATHER CALCULATOR
Make weather predictions with the same program a professional meteorologist uses to calculate weather readings at home on his Atari.

**********THE ST RESOURCE**********

54 ST WEFAX DECODER
This is the software program that you will need to be able to convert radio signels to information your ST Atari can use to display weather pictures. You will also need the WEFAX interface described on page 24. NOTE: You will also need an MC68000 assembler such as the one included with the developers kit or the one from Metacomco or Haba Hippo C assembler. You may have to fine tune it to work with any besides the one that comes with the developers kit.
58 THE MANAGER
A review of the database from BMB Compuscience Software. It takes advantage of the ST color capability but not the GEM interface.
63 ST PRODUCT NEWS AND REVIEWS
Software
Financial Cookbook (Electronic Arts)
Cards (MichTron)
New Products (description only)
Helpmate (Royal Software)
STCalc (Royal Software)
HelpCalc ST (Royal Software)
Sidecar (Migraph)
Volksmodem vm520 (Anchor Automation)
Softworks BASIC (Softworks)
ST 3D Graphics (Abacus Software)
Cinemaware (Mindscape)
Electro Page (SoftLogick Corp)
Little Computer People Project (Activision)
ST Net (Quantum Microsystems)
Make It Move (Avila Associates)
Print-Technik Video Digitizer (Print-Technik)
68000 Disassembler (SCI Software Development)

Earthspace (Digital Reality)
Bonnie Blue (Paperlogic Ltd)
Microhost (Computer Ciriculum Corp)
MicroApl APL.68000 (Spencer Organization Inc)
67 MEGAMAX C
A review of Megamax's C complier that ANTIC describes as the best available for the ST computers.

****

71 SOFTWARE LIBRARY
This section contains all the program listings for the articles in this issue.
98 NEW PRODUCTS
A description but not a review of several new products available for the Atari computers.

Coming next month: Hard Disks for the 8-bit and ST computers; Review of P:R:; Atari in the classroom; Castle, and educational game for the 8-bit or ST.

Comments: This issue is particularly interesting for anyone interested in weather and forecasting. The current ad for the Zobian Controls 'RAT' shows they have lowered the price of this mouse device to $69.95. Does anyone use this device? If so please mail me your reaction to it or review it for the whole net. Thanks.

Kit Kimes
AT&T--Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

From 5811900426355407948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,13a95e2adc8cb3ed,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-12 04:42:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 GARFIELD 20/11/84; site garfield.UUCP
Path: utzoo!utcsri!utai!garfield!hong
From: hong@garfield.UUCP
Newsgroups: net.micro.atari8
Subject: PR:Connection problem one solved
Message-ID: <1690@garfield.UUCP>
Date: Tue, 12-Aug-86 07:42:36 EDT
Article-I.D.: garfield.1690
Posted: Tue Aug 12 07:42:36 1986
Date-Received: Wed, 13-Aug-86 01:56:04 EDT
Sender: perry@garfield.UUCP
Reply-To: hong@garfield.UUCP (Hong Cheng)

Organization: Memorial U. of Nfld. C.S. Dept., St. John's
Lines: 11

I just solved the problem with PR:Connection about using the printer.
I didn't read the instructions well, and actually I should set the CR/LF switch on.
Now, I can print the whole manual of Chameleon Terminal.
And I found out that there is no Clear Screen for Escape sequence in Chameleon Terminal either as VT52 or VT52XL.
I think, that may be the problem.
Anybody, like me, has no luck to use Chameleon Terminal with vi?
Also, I heard from Joe at Sally that he wrote a program called 'Vterm', which emulates a VT52 as well.
When I can get the copy, I will post a mail about that.
Thanks to everyone who has sent me mails!
William Cheng

From 7596830789546492066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 125dc4,26d9af1d2111968c,start
X-Google-Attributes: gid125dc4,public
X-Google-Thread: 15c82e,26d9af1d2111968c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-12 07:25:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!topaz!paone
From: paone@topaz.RUTGERS.EDU (Phil Paone)
Newsgroups: net.games,net.micro.atari8
Subject: Alternate Reality
Message-ID: <5543@topaz.RUTGERS.EDU>
Date: Tue, 12-Aug-86 10:25:51 EDT
Article-I.D.: topaz.5543
Posted: Tue Aug 12 10:25:51 1986
Date-Received: Wed, 13-Aug-86 01:15:18 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 14
Keywords: Spoiler Request
Xref: mnetor net.games:1472 net.micro.atari8:355

   I was wondering if anyone out there has any hints on the game Alternate Reality by Datasoft. I have mapped out the entire city and still have only found 6 of the 13 guilds. If anyone out there could give any info on locating more I'd be grateful.
   Also, not being a DD player, I don't know what Armor is stronger then which, also what weapons are stronger.
   Some info for any AR adventurers out there. I just recieved my newsletter last week. The Dungeon is planned for release by the end of September. The ST version of the city is also planned for release at the same time. I think that an Amiga version is being considered too.

Phil Paone

From 3214412352627996329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-12 10:53:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!caip!princeton!allegra!ulysses!mhuxr!mhuxn!
ihnp4!inuxc!pur-ee!uiucdcs!convex!convexs!gillen
From: gillen@convexs.UUCP
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <102500001@convexs>
Date: Tue, 12-Aug-86 13:53:00 EDT
Article-I.D.: convexs.102500001
Posted: Tue Aug 12 13:53:00 1986
Date-Received: Thu, 14-Aug-86 22:09:37 EDT
References: <139@uwmacc.UUCP>
Lines: 29
Nf-ID: #R:uwmacc.UUCP:139:convexs:102500001:000:1280
Nf-From: convexs.UUCP!gillen   Aug 12 12:53:00 1986

There are several differences betwixt the 800 and 800XL. Notably:

1. A new version of the OS ROM. Many bugs were fixed and routines shuffled about. Programs that didn't adhere to the published entry vectors and CIO calls, were bitten badly.

2. Two fewer game ports. Ports 3 and 4 were disposed of. From what I've seen of the memory maps, it also looks like the RAM locations used by those ports were usurped for memory management facilities.

3. More RAM.

The problem you're experiencing with "old games not working" isn't unusual. Many programmers took short cuts and called various OS routines directly. When the routines were shuffled about as part of the new OS, the short cuts broke. There is a remedy, though. There is a "translator disk" that you can boot that will load the old OS into some of the available RAM. Many of the broken programs will then work.

As for obtaining a copy of the translator, well, I don't have a good answer. There are a few floating around, some in the public domain (see Antic magazine's insert of public domain diskettes), some from user groups, or some from Atari (I think you can still get 'em there). Check around is all I can suggest.

Dave

I can't sing and I can't dance ... guess I'll have to program for a living.

From 7952108962662740931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,26d9af1d2111968c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-13 06:13:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!ARDEC.ARPA!svozza
From: svozza@ARDEC.ARPA (Steve Vozza, CAD)
Newsgroups: net.micro.atari8
Subject: Alternate Reality
Message-ID: <8608131323.AA01950@ucbvax.Berkeley.EDU>
Date: Wed, 13-Aug-86 09:13:04 EDT
Article-I.D.: ucbvax.8608131323.AA01950
Posted: Wed Aug 13 09:13:04 1986
Date-Received: Thu, 14-Aug-86 05:47:28 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 28

This a reponse to Phil Paone's inquiries to Datasoft's
"Alternate Reality".....

Phil, you've said that you have mapped out the entire city...
Oblviously, if you only found 6 guilds, there are still some
"secret passages" to still be found.... If you need to know
what armor, weapons, potions, etc.. will do for your character,
try going to any bookstore that carries the line of D&D material,
and buy the D&D survival guide by Gary Gygax for about $13. It
will go into detail about most items.. If you need assistance
right away.... plate armor is the BEST to have, especially if
is magicked like it is in "Wizard's Crown". I prefer a strong
battle axe or a longsword, since these weapons will keep all
monsters at bay.

It's good to hear that Datasoft is coming out with the "Dungeon"
soon because "The City" was getting tiresome..... This game
is basically a mapping of the city and a way to get your
character's attributes increased... Well, if anyone would like to
know anything else that I have discoverd in "The City" or just
want to talk about other D&D games, send e-mail to:

svozza@ardec

(Steve Vozza) ***vicious orc killer***

From 7569227552320637233
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,757feaf7ac97bdb1,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-13 07:05:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!pyrnj!mirror!gabriel!inmet!dwyer
From: dwyer@inmet.UUCP
Newsgroups: net.micro.atari8
Subject: ST equivalent of autoexec.bat
Message-ID: <6100016@inmet>
Date: Wed, 13-Aug-86 10:05:00 EDT
Article-I.D.: inmet.6100016
Posted: Wed Aug 13 10:05:00 1986
Date-Received: Thu, 14-Aug-86 22:15:26 EDT
Lines: 11
Nf-ID: #N:inmet:6100016:000:253
Nf-From: inmet.UUCP!dwyer   Aug 13 10:05:00 1986

I am interested in information concerning automatic configuration
of TOS & GEM.

I know that an "AUTO" folder on the boot disk has some significance
but that is about it.

Any information or pointers to information would be greatly appreciated.

matt

From 1867639014600021332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b44a634a6ce18454,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-13 10:09:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!sri-spam!parcvax!hplabs!tektronix!tekig5!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: 65C02
Message-ID: <894@tekigm2.UUCP>
Date: Wed, 13-Aug-86 13:09:37 EDT
Article-I.D.: tekigm2.894
Posted: Wed Aug 13 13:09:37 1986
Date-Received: Thu, 14-Aug-86 22:02:12 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 21

Does anyone know much about the 65C02 chip? I understand from an article
in either Antic or ANALOG that it was pin compatible with the 6502 chip.
Hence I obtained one and swapped it with my 6502 chip in a 1200XL. Voila,
instead of getting a normal screen, I got an all green screen and nothing

happened. This was with no cartridge inserted. With a cartridge inserted I could not get anything on the screen. (Altho between tests, I had swapped the 6502 in and out again to check the computer.) Finally I gave up and put the 6502 back in again. Computer worked fine. Only thing that I noticed was that the chip said that it was a R65C02. I thought initially that the R indicated the vendor, but I am wondering -- is there such a thing as a "reverse chip" -- in other words is what I have a 65C02 chip with pins reversed (or backwards)? Has anyone had any success in swapping in 65C02 chips? Or is the Atari 6502 a custom modified 6502? I do notice that the Atari chip has their part number on it and not the JDEC 6502 designation. (Did not Commodore originate the 6502 and if so, is Atari merely trying to hide the origin?)

--Bill--

Just hacking away at my hardware, a little saw cut here, a new chip there!!

From -6831800438940724800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,96d1173a91d98485
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-13 23:13:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: Atari 8-bit modem for sale
Message-ID: <8608140613.AA20510@umix.cc.umich.edu>
Date: Thu, 14-Aug-86 02:13:09 EDT
Article-I.D.: umix.8608140613.AA20510
Posted: Thu Aug 14 02:13:09 1986
Date-Received: Thu, 14-Aug-86 20:18:52 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

That 64 column by 32 line display driver has my interest piqued -
can you use it separately? Does it do any kind of VTxx terminal
emulation? At $25, I think the price is reasonable, though I'm
tempted to haggle for it, if only to cover mailing costs...

  Howard CHu
  hyc@umix.cc.umich.edu

From 2236812182323334272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-13 23:21:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <8608140621.AA20518@umix.cc.umich.edu>
Date: Thu, 14-Aug-86 02:21:37 EDT
Article-I.D.: umix.8608140621.AA20518
Posted: Thu Aug 14 02:21:37 1986
Date-Received: Thu, 14-Aug-86 20:19:06 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Talk about obscurity... Do the XL/XE machines come with documentation
on the built in Atari BASIC? Mine didn't... (It was used...) As a matter
of fact, it didn't come with *any* sort of documentation. Not that you
really needed anything else. (The modem and disk drive came with "system
assembly instructions," so I guess that's good enough. My drive was new
so it had the DOS 2.5 disk and docs as well...)

Does anyone know of a place that still sells De Re Atari?

     Howard Chu

From -7863002366271433277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-14 05:04:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <5557@topaz.RUTGERS.EDU>
Date: Thu, 14-Aug-86 08:04:27 EDT
Article-I.D.: topaz.5557
Posted: Thu Aug 14 08:04:27 1986
Date-Received: Thu, 14-Aug-86 20:40:50 EDT
References: <8608140621.AA20518@umix.cc.umich.edu>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 9

Try looking in either ANTIC or ANALOG for an add from B & C Computers,
or American TV one of them will have DE RE ATARI, or you could order
it directly from ATARI.

Marc
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra, harvard, seismo, sri-iu, ut-sally}!topaz!appelbau

From -2346116207041143305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-14 07:56:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <8608141435.AA26167@mitre-bedford.ARPA>
Date: Thu, 14-Aug-86 10:56:13 EDT
Article-I.D.: mitre-be.8608141435.AA26167
Posted: Thu Aug 14 10:56:13 1986
Date-Received: Thu, 14-Aug-86 22:07:38 EDT
References: <8608140621.AA20518@umix.cc.umich.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 18

American TV in California sells de re Atari, last I heard. I think the price
was around $12 or 12.50 plus shipping. They also have Inside Atari Basic for
about $6, although this is a book for beginners. Your Atari Computer
and Atari XL/XE Users' Guide are the best overall books, especially the
former. They show up on a lot of bookstores' shelves. There is also a
book called the Atari BASIC Source Book, which tells all the secrets about
the BASIC interpreter, including listing the source code. (I guess for
version A.)

Serious hackers should also get Inside Atari DOS, which is excellent, though
it contains at least one error I have noticed. The O/S manual and listings
are available from Atari.

The computer sells for $69.95 now but you can spend $200 on documentation!
I'm going into the publishing business!

-John Sangster
jhs@mitre-bedford.arpa

From 1282774099473721089
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b44a634a6ce18454
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-14 08:27:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: 65C02
Message-ID: <8608141448.AA26798@mitre-bedford.ARPA>

Date: Thu, 14-Aug-86 11:27:56 EDT
Article-I.D.: mitre-be.8608141448.AA26798
Posted: Thu Aug 14 11:27:56 1986
Date-Received: Thu, 14-Aug-86 21:47:01 EDT
References: <894@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 14

Bill,

I think that is a CMOS chip, and as such may not have enough oomph to drive the circuits connected to it in the Atari 1200XL, which are TTL.

I think the R means it is a Rockwell chip.

A more interesting question would be whether the 65802 chip from The Western Design Center, Inc., would drop in and work! This would give us 6809-like power with upward compatibility, if what I have heard is true. Does anybody know if this would work?

-John Sangster
jhs@mitre-bedford.arpa

From 8537523691679871321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f40e435e1d5a39a4,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-15 04:44:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: Questions for ATARI
Message-ID: <5563@topaz.RUTGERS.EDU>
Date: Fri, 15-Aug-86 07:44:32 EDT
Article-I.D.: topaz.5563
Posted: Fri Aug 15 07:44:32 1986
Date-Received: Fri, 15-Aug-86 20:41:50 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 13
Cc: appelbau

I have a few questions that are directed at ATARI.

1) When is the XL/XE 3.5" drive going to be released?
2) IS ATARI developing an 8-bit mouse?
3) When is the 1200 baud direct connect modem going to be
released?
4) Is ATARI planning on marketing a 256k and 512k XE??

--
Marc L. Appelbaum

Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!appelbau

From 7024302215543159307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-15 05:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ihnp4!ihuxi!store2
From: store2@ihuxi.UUCP (Wilcox)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <1406@ihuxi.UUCP>
Date: Fri, 15-Aug-86 08:21:00 EDT
Article-I.D.: ihuxi.1406
Posted: Fri Aug 15 08:21:00 1986
Date-Received: Sat, 16-Aug-86 07:36:33 EDT
References: <8608140621.AA20518@umix.cc.umich.edu>
Organization: AT&T Bell Laboratories
Lines: 19

             *****[Ignore header path]*****

>
> Does anyone know of a place that still sells De Re Atari?
>
B&C Computervisions is advertisizing De Re Atari for $10 in their latest
ad in ANTIC. Their address is:
                  B&C Computervisions
                  3283 Kifer Rd.
                  Santa Clara, CA 95051
                  (408)-749-1003
Hope this helps...

                       Kit Kimes
                       AT&T--Information Systems Labs
                       1100 E. Warrenville Rd.
                       Naperville, IL 60566
                       ...ihnp4!iwvae!kimes

From -8013895784876985812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b44a634a6ce18454
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-15 06:41:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!XEROX.COM!Ishler.WBST
From: Ishler.WBST@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Re: 65C02
Message-ID: <860815-064036-5323@Xerox>
Date: Fri, 15-Aug-86 09:41:34 EDT
Article-I.D.: Xerox.860815-064036-5323
Posted: Fri Aug 15 09:41:34 1986
Date-Received: Sun, 17-Aug-86 06:03:51 EDT
References: <894@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Bill
I don't know about the 1200XL but the 6502 in the 800XL has several of
the pins relocated and a new signal added(halt).The 800XL repair manual
lists the chip as a 6502(modified).

Mike

From 5838206848181549176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,8545d9e4f49c313a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-15 10:54:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!decuac!c3pe!charles
From: charles@c3pe.UUCP (Charles Green)
Newsgroups: net.micro.atari8
Subject: Re: He's Fired, She's Hired
Message-ID: <231@c3pe.UUCP>
Date: Fri, 15-Aug-86 13:54:46 EDT
Article-I.D.: c3pe.231
Posted: Fri Aug 15 13:54:46 1986
Date-Received: Sun, 17-Aug-86 08:15:20 EDT
References: <878@tekigm2.UUCP>
Reply-To: charles@c3pe.UUCP (Charles Green)
Organization: C3, Inc., Reston, VA
Lines: 12

In article <878@tekigm2.UUCP> wrd@tekigm2.UUCP (Bill Dippert) writes:
> [...] What did we see but the hero doing wordprocessing on a little old
>Atari XL series computer!

I was surprised, also, to see an 800XL in a department store advertisement
of a computer desk (Hecht's or Sears, as I recall).

A bit like "Star Trek", more popular *after* production than before...
--
"'Tis better to 'R' and be thought a fool, than to 'F' and remove all doubt."
-Charles Green at C3 Inc.   {{styx!seismo,cvl}!decuac,dolqci}!c3pe!charles

_____-__---__-_----_-__-_-____--_--_--___-_---__-__-_-_-_--__-_-__--___-_____

From -7805206388169162202
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,8545d9e4f49c313a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-16 00:05:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: He's Fired, She's Hired
Message-ID: <8608160705.AA01931@umix.cc.umich.edu>
Date: Sat, 16-Aug-86 03:05:14 EDT
Article-I.D.: umix.8608160705.AA01931
Posted: Sat Aug 16 03:05:14 1986
Date-Received: Sun, 17-Aug-86 07:34:03 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

As I recall, there is a scene in Captain Kirk's home on Earth (in Star Trek III)
with an apparently chrome plated Commodore Pet in the background... Shades of
the good ol' Vic-20 days!   }-)

From -9017697631419252020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a52958dece934300,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-19 00:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!decvax!tektronix!tekgen!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: 6502 vs Atari
Message-ID: <911@tekigm2.UUCP>
Date: Tue, 19-Aug-86 03:00:00 EDT
Article-I.D.: tekigm2.911
Posted: Tue Aug 19 03:00:00 1986
Date-Received: Fri, 22-Aug-86 20:19:29 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 27

Apparently the so called "6502" used in the Atari's is a custom modified
chip, hence its not using the industry type JDEC number. From Mike at Xerox
comes the following:

     Atari 6502c #C014806   standard 6502

     pin no.   function   pin no.   function

36	READ/WRITE	36	N.C.
35	/HALT	35	N.C.
34	N.C.	34	READ/WRITE

Therefore one could bend up pins 34 and 36 and do a wire connection to swap these two pins, but that would still leave you without a /HALT command. (Presumably the halt command is necessary.) I do not know if the 6502c chip used by Atari is identical between the original 400/800, the intermediate XL series and the current XE series. Presumably there have been some improvements but I do not think that they have gone to CMOS. Any comments from Atari? Does anyone know if the 65802 chip has a halt function? Possibly, if it did, it could still be used with a 34/36 pin swap out.

--Bill--

==========

It is rare to find anything unmodified in my household. Half of my cats don't even have tails. -- Don't flame me, they are Manx breed!

==========

Any openings for a mechanical/electromechanical engineer/tinkerer???

From 6736034567911366556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a27430167bf84afc
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-19 17:49:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!daroloson
From: daroloson@watmath.UUCP (Dani A. Roloson)
Newsgroups: net.micro.atari8
Subject: Re: Chameleon terminal program help
Message-ID: <2783@watmath.UUCP>
Date: Tue, 19-Aug-86 20:49:38 EDT
Article-I.D.: watmath.2783
Posted: Tue Aug 19 20:49:38 1986
Date-Received: Wed, 20-Aug-86 04:57:18 EDT
References: <1633@garfield.UUCP>
Reply-To: daroloson@watmath.UUCP (Dani A. Roloson)
Organization: U of Waterloo, Ontario
Lines: 33
Summary:

Here are the Chameleon option settings that I got from
Kent C. De La Croix, ECN Graphics Software Support
and vi now works for me on our VAX 11/780 with the termcap
given in the documentation.

Terminal VT-52XL
BACK S is RUB OUT
Left margin 1

Right margin 80
Cursor Free
Scroll Smoothly
File Transfer Protocol None
 File Name
 File Type Text
Dialing Method Pulse
Modem Mode Originate
R: Device 1
Baud Rate 300
Parity Off
Dupex Full
Slow Control ^S/^Q

*****
  Dani Roloson
--
     UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
     ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa
     CSNET: daroloson%watmath@waterloo.CSNET

"I don't need a disclaimer. Nobody will admit to knowing me."

From -9088761094260225485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f4cee67b5045dae2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-20 07:14:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!think!nike!ucbcad!ucbvax!ENTERPRISE.BBN.COM!rgenter
From: rgenter@ENTERPRISE.BBN.COM (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Need printer info
Message-ID: <8608201414.AA16966@ENTERPRISE.BBN.COM>
Date: Wed, 20-Aug-86 10:14:21 EDT
Article-I.D.: ENTERPRI.8608201414.AA16966
Posted: Wed Aug 20 10:14:21 1986
Date-Received: Thu, 21-Aug-86 01:16:31 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 17

     Can anyone recommend a *CHEAP* letter quality printer for my Atari 800?
I don't care about speed; I would like something that is easy to interface
with AtariWriter+. Also, does anyone know off the top of their head if any
of the printer drivers built into AW+ is the functional equivalent to an
EPSON MX-80. I tried specifying EPSON FX-80, but they must be quite different,
because my document came out quite bizarre. I'm using Atari 825 for right
now.

     If you reply to me directly, use the address given below; I'm not sure

this machine is in the master host tables.
                        - Rick

Rick Genter   BBN Laboratories Inc.
(617) 497-3848   10 Moulton St. 6/512
rgenter@labs-b.bbn.COM (Internet new)   Cambridge, MA   02238
rgenter@bbn-labs-b.ARPA (Internet old)   linus!rgenter%BBN-LABS-B.ARPA (UUCP)

From -2390744380818672407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f4cee67b5045dae2
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-20 20:01:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!mitre-bedford.ARPA!jhs
From: jhs@mitre-bedford.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Need printer info
Message-ID: <8608210222.AA05259@mitre-bedford.ARPA>
Date: Wed, 20-Aug-86 23:01:17 EDT
Article-I.D.: mitre-be.8608210222.AA05259
Posted: Wed Aug 20 23:01:17 1986
Date-Received: Thu, 21-Aug-86 04:07:39 EDT
References: <8608201414.AA16966@ENTERPRISE.BBN.COM>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 6

By the way the Atari 1027 LQ printer is selling for about $75 to $80 at some
mail order outlets. It is fairly slow, but at that price, I would have to say
it is without a doubt CHEAP, especially because it interfaces directly to the
800 or XL with no additional cost for an interface.
-John S.
jhs @ mitre-bedford.arpa

From 8573082158605543394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f4cee67b5045dae2
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-21 05:34:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!
Xerox.COM!"Dominic_Campagna.WBST147"
From: "Dominic_Campagna.WBST147"@Xerox.COM
Newsgroups: net.micro.atari8
Subject: Re: Need printer info
Message-ID: <860821-054917-1967@Xerox>
Date: Thu, 21-Aug-86 08:34:47 EDT
Article-I.D.: Xerox.860821-054917-1967
Posted: Thu Aug 21 08:34:47 1986
Date-Received: Thu, 21-Aug-86 21:12:24 EDT

Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

I'm using the Star Micronics SG 10 on my 800XL and it works great with
the Super Atariwriter software. I got it from Computer Mail Order for
$239 plus the Apeface interface which was $39.95. ZYou should be aware
of the fact that it is a NLQ printer but it does a great job.

From -7487420631787276557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f4cee67b5045dae2
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-21 06:29:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!mitre-bedford.ARPA!jhs
From: jhs@mitre-bedford.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Need printer info
Message-ID: <8608210205.AA05041@mitre-bedford.ARPA>
Date: Thu, 21-Aug-86 09:29:40 EDT
Article-I.D.: mitre-be.8608210205.AA05041
Posted: Thu Aug 21 09:29:40 1986
Date-Received: Thu, 21-Aug-86 21:12:52 EDT
References: <8608201414.AA16966@ENTERPRISE.BBN.COM>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 21

Most of the standard printers like the Epson, Panasonic, Okidata, etc. will
work if you have a Centronics interface. I bought an 850 interface and both
printers that I hooked up worked right the first time. The P: R: Connection
is another good choice of interface. If you are interested in cheap
interfaces, I understand that the joystick ports can be used as an 8-bit
parallel output if you are good at writing driver software. All you need
there is two DB 9-S connectors and maybe a simple external circuit to provide
some sort of handshake via the Trigger input(s). There have been some
articles on this but I don't have references. An excellent local source of
help (if not too busy) is Paul Swanson, 663-4463 (BBS on 663-4221). Paul is
located in Billerica, MA.

If you don't want to tie up the joystick ports and you have an 800XL, I can
give you schematics for a general-purpose interface via the parallel bus
connector. If you DON'T have an XL, you can always buy one for $69.95 if you
act quickly! (Toys R Us has them at that price right now.)

Good luck!

-John Sangster
jhs@mitre-bedford.arpa

From 4735988456746973271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-21 15:48:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!sri-spam!parcvax!hplabs!hplabsc!dsmith
From: dsmith@hplabsc.UUCP (David Smith)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <574@hplabsc.UUCP>
Date: Thu, 21-Aug-86 18:48:43 EDT
Article-I.D.: hplabsc.574
Posted: Thu Aug 21 18:48:43 1986
Date-Received: Fri, 22-Aug-86 20:55:46 EDT
References: <139@uwmacc.UUCP> <876@tekigm2.UUCP>
Distribution: net
Organization: Hewlett-Packard Laboratories
Lines: 17
Summary: Translator for cartridge?

> > What's the difference between the 800 and 800 XL other than the
> > built-in basic? About half of the games I have that worked on
> > the 800 doesn't work on the 800 XL at all. Is there any way to
> > fix this?
>
> ... The solution happens to be simple, tho. Most Atari
> dealers or user's groups have what is known as translator disks. You use the
> translator disk to boot up initially rather than your game disk. Then it
> prompts you when to load the game. It in effect changes the OS from the XL to
> the OS of the older 800.

I have a couple of translator disks, which I suppose work for improperly
written software distributed on disks.   But the improperly written
software I have is on cartridges. How can you run that on an 800xl?

          David Smith
          {backbone!}hplabs!dsmith

From 8965851249485071407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-22 11:49:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <8608221849.AA06845@umix.cc.umich.edu>
Date: Fri, 22-Aug-86 14:49:33 EDT
Article-I.D.: umix.8608221849.AA06845

Posted: Fri Aug 22 14:49:33 1986
Date-Received: Fri, 22-Aug-86 22:05:39 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

The Translator disk I have, which is called "The XL Fix" has a menu
of three options - boot a Basic program off disk, boot a machine
language program off disk, and boot a cartridge. The 3 cartridges I
own run fine on my XL, so I've never tried the catridge option to
see how it worked...
  -- Howard Chu
     hyc@umx.cc.umich.edu

From 5558210327971627022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a52958dece934300
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-22 14:38:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: 6502 vs Atari
Message-ID: <8608222127.AA03543@mitre-bedford.ARPA>
Date: Fri, 22-Aug-86 17:38:03 EDT
Article-I.D.: mitre-be.8608222127.AA03543
Posted: Fri Aug 22 17:38:03 1986
Date-Received: Fri, 22-Aug-86 23:43:58 EDT
References: <911@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 19

According to someone at Atari who shall remain nameless, mostly because I
can't find the message with his name on it, the 6502 in the XL/XE series is
indeed a custom version with internal tri-state buffers and a HALT line.
In some of the old 800 series, presumably the ones in which a new ANTIC chip
was added or something, there were external tri-state buffers controlled by
the HALT line, and a standard 6502. One could drop in a 65802 in that circuit
and it should work. Also, the same logic could be used in a XL/XE machine
to make a 65802 work. One would just have to make a piggyback board to plug
into the 6502 socket (did someone say SOCKET?) and in turn provide the socket
for the 68502 and the tri-state drivers and the control logic. The only thing
I am a little unclear on (not quite the same as nuclear) is how to halt the
65802. Perhaps the ANTIC knows what it can get away with and all you have to
do is (carefully) halt the clock to the 65802 during the HALT signal period.

I suspect everything will fall nicely into place, given a piggyback board.

-John Sangster

jhs@mitre-bedford.arpa

From 812655746460722658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-22 15:58:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <8608222149.AA03834@mitre-bedford.ARPA>
Date: Fri, 22-Aug-86 18:58:43 EDT
Article-I.D.: mitre-be.8608222149.AA03834
Posted: Fri Aug 22 18:58:43 1986
Date-Received: Fri, 22-Aug-86 23:46:55 EDT
References: <574@hplabsc.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 16

Ha! that's one case where you probably would be very wise to buy CDY's
OmniView operating system chip. It is about the only commercial product I
know of which will run a cartridge which is incompatible with the XL O/S.

The only other possibility might be some kind of hardware mod which lets you
load the translator O/S, then insert a cartridge without resetting to the ROM
version of the O/S. I know that the cartridge normally does a hardware reset
because of a short between two of its pins. I'm not sure what happens after
that, but it shouldn't be too hard to figure out if one has a schematic and
good documentation on the O/S.

Anyway, you can buy OMNIVIEW off the shelf and solve the problem, while also
getting 80-column capability.

-John Sangster
jhs@mitre-bedford.arpa

From 7029677767957457785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-23 15:28:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!HPLABS.HP.COM!dsmith%hplabsc
From: dsmith%hplabsc@HPLABS.HP.COM (David Smith)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <8608232228.AA02986@hplabsc>
Date: Sat, 23-Aug-86 18:28:43 EDT

Article-I.D.: hplabsc.8608232228.AA02986
Posted: Sat Aug 23 18:28:43 1986
Date-Received: Sat, 23-Aug-86 22:04:06 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 16

> The Translator disk I have, which is called "The XL Fix" has a menu
> of three options - boot a Basic program off disk, boot a machine
> language program off disk, and boot a cartridge. The 3 cartridges I
> own run fine on my XL, so I've never tried the catridge option to
> see how it worked...
> -- Howard Chu
> hyc@umx.cc.umich.edu

How is that supposed to work? Are you supposed to plug the cartridge into the slot with the computer already running? I didn't think that was safe. But if you power up with the cartridge in the slot, it will boot off the cartridge and not the disk.

David Smith
{backbone!}hplabs!dsmith

From -7240768885559789989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,694ea05e995d03c8,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-25 07:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!nike!ucbcad!ucbvax!STONY-BROOK.SCRC.SYMBOLICS.COM!
jrd
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning)
Newsgroups: net.micro.atari8
Subject: 850 interface hacking.
Message-ID: <860825102154.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Date: Mon, 25-Aug-86 10:21:00 EDT
Article-I.D.: GRACKLE.860825102154.4.JRD
Posted: Mon Aug 25 10:21:00 1986
Date-Received: Mon, 25-Aug-86 20:14:41 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Has anybody out there done anything along the lines of replacing the stock driver for the 850 interface? What I'm after is info about what frames one has to send to the thing to control it, and how to set up the DCB etc to make it all happen. The ulterior motive is that I'm looking to invent a pseudo device that (transparently to the upper level application) uses some file protocol (say Kermit) over a serial line to something on the other end. I've poked around in the supplied driver but it's not obvious what's going on or why. Any info, or pointers to

it will be appreciated.

From -2036872506458488059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f2a30b52946266d7,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-25 18:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!LOGICON.ARPA!Makey
From: Makey@LOGICON.ARPA (Jeff Makey)
Newsgroups: net.micro.atari8
Subject: TTL output from an 800XL?
Message-ID: <8608261645.AA01484@ucbvax.Berkeley.EDU>
Date: Mon, 25-Aug-86 21:15:00 EDT
Article-I.D.: ucbvax.8608261645.AA01484
Posted: Mon Aug 25 21:15:00 1986
Date-Received: Wed, 27-Aug-86 10:23:13 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Is there any way to get TTL video output from an 800XL without building
some sort of RF-to-TTL or composite-to-TTL converter?

:: Jeff Makey
Makey@LOGICON.ARPA

From -2114398385936891985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,694ea05e995d03c8
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-26 12:27:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!mitre-bedford.ARPA!jhs
From: jhs@mitre-bedford.ARPA
Newsgroups: net.micro.atari8
Subject: Re: 850 interface hacking.
Message-ID: <8608260400.AA25308@mitre-bedford.ARPA>
Date: Tue, 26-Aug-86 15:27:53 EDT
Article-I.D.: mitre-be.8608260400.AA25308
Posted: Tue Aug 26 15:27:53 1986
Date-Received: Wed, 27-Aug-86 10:23:38 EDT
References: <860825102154.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 6

The O/S manual, Atari Part Number CO16555, Section 9, has a detailed
discussion of how the Serial I/O bus works in general. I haven't run across a
detailed manual on the 850 that describes the built-in driver. I would be
interested if your inquiry leads you to such a manual.

-John Sangster
jhs@mitre-bedford.arpa

From -1020087947858470696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f2a30b52946266d7
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-26 12:38:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!mitre-bedford.ARPA!jhs
From: jhs@mitre-bedford.ARPA
Newsgroups: net.micro.atari8
Subject: Re: TTL output from an 800XL?
Message-ID: <8608260341.AA25107@mitre-bedford.ARPA>
Date: Tue, 26-Aug-86 15:38:21 EDT
Article-I.D.: mitre-be.8608260341.AA25107
Posted: Tue Aug 26 15:38:21 1986
Date-Received: Wed, 27-Aug-86 10:24:03 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 22

It looks to me as though the voltage level and impedance out of the "composite luminance" port of the 800XL should be about right to drive a TTL logic input, for what that's worth. At most, this would require one "comparator" IC to make sure the levels are right.

Luminance is on Pin 1 of the 800XL jack, which, however, may not be where you would think Pin 1 would be placed!

I am not familiar with what TTL monitors look like, so I can't give you a definitive answer. If it just looks for a single binary TTL level input, the above comments are about all you need. If it is a mult-bit digital input then you will need some kind of A/D converter if you want gray levels. If you are just doing word processing or otherwise can afford just two levels (black and amber or whatever) then you could run the single bit from Pin 1, either through a comparator/level converter or not, and run it through an inverter so you can turn it into two patterns with high contrast between them like 01111111 and 10000000.

I hope this is of some help. Good luck with the project.

-John Sangster,
jhs@mitre-bedford.arpa

From 4649578620347303650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3eea5830d994d02a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-26 13:50:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!ENTERPRISE.BBN.COM!rgenter
From: rgenter@ENTERPRISE.BBN.COM (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Atari 1027 Printer
Message-ID: <8608262050.AA00294@ENTERPRISE.BBN.COM>
Date: Tue, 26-Aug-86 16:50:50 EDT
Article-I.D.: ENTERPRI.8608262050.AA00294
Posted: Tue Aug 26 16:50:50 1986
Date-Received: Wed, 27-Aug-86 20:30:41 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 23

I called CompuClub in Framingham, MA (617-879-5232) and asked about the 1027 printer. They were extremely helpful, and gave me the following information:

*) The 1027 is not *really* a letter quiality printer. Its print mechanism is similar to that found in an adding machine (remember those? :-) and is suitable for 1 to 2 page documents, maximum.

*) Atari has not made the 1027 in 7 months. Their current printers are the XMM801 and XMM804, neither of which is letter quality.

The search continues. I'd like to ask the entire community: what do you use for letter quality output? Remember, I am looking for something to connect to my 850 interface, and it should be usable from AtariWriter+. I'm about to drop the word CHEAP from my qualifications, though a LaserWriter or LaserJet is out of the question :-).

Rick Genter BBN Laboratories Inc.
(617) 497-3848 10 Moulton St. 6/512
rgenter@labs-b.bbn.COM (Internet new) Cambridge, MA 02238
rgenter@bbn-labs-b.ARPA (Internet old) linus!rgenter%BBN-LABS-B.ARPA (UUCP)

From -7535098403688298708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3eea5830d994d02a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-26 22:38:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!caip!clyde!cbatt!cbosgd!ucbvax!SUMEX-AIM.ARPA!Lynn%PANDA
From: Lynn%PANDA@SUMEX-AIM.ARPA (Lynn Gold)
Newsgroups: net.micro.atari8
Subject: Re: Atari 1027 Printer
Message-ID: <12234059936.7.LYNN@PANDA>
Date: Wed, 27-Aug-86 01:38:23 EDT
Article-I.D.: PANDA.12234059936.7.LYNN
Posted: Wed Aug 27 01:38:23 1986

Date-Received: Thu, 28-Aug-86 22:55:17 EDT
References: <8608262050.AA00294@ENTERPRISE.BBN.COM>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

We use an Atari 1027 for letter-quality output. Yes, it is PAINFULLY
slow, but it's typewriter quality. If I were you, I'd look for an
old Diablo or Anderson-Jacobsen daisy-wheel printer at a swap meet.
You'll get a faster machine at about what they used to sell 1027's
when they first came out.

--Lynn

From 72551192686252119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2ca535e817f357f4,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-27 03:28:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!nbires!hao!hplabs!hp-sdd!ncr-sd!sdcsvax!sdcc6!sdcc12!
wa60
From: wa60@sdcc12.UUCP (paul van de graaf)
Newsgroups: net.micro.atari8
Subject: Question About POKEY's Audio Output.
Message-ID: <664@sdcc12.UUCP>
Date: Wed, 27-Aug-86 06:28:42 EDT
Article-I.D.: sdcc12.664
Posted: Wed Aug 27 06:28:42 1986
Date-Received: Thu, 28-Aug-86 09:20:46 EDT
Organization: U.C. San Diego, Academic Computer Center
Lines: 21

     I'm working on a music editor written in Action!, and I'm having a
little trouble at getting the full frequency range out of POKEY.

     For individual notes, there's no problem. All I have to do is clock
the audio channels at the high rate (1.78 megahertz?) for the high notes, and
the low rate (64 kilohertz?) for the low ones. One of the bits in AUDCTL takes
care of this.

     The problem comes when I want to play a low note and a high note
simultaneously. Since there's only one clock for all of the audio channels,
it seems that you can't do this. Yet AMS II from the now defunct APEX
collection appears to handle this just fine with all four voices. Does anyone
know how the author did it? I suppose I could disassemble it and figuire it
out what he did, but maybe somebody can save me from this fate. I hope he
didn't resort to volume only sound...

As they say, thanks in advance...

Paul van de Graaf sdcsvax!sdcc12!wa60
@ U. C. San Diego wa60%sdcc12@ucsd.arpa "I may not be strong, but I'm wiry!" - Grover the Monster.

From -2996898875691230038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d1987380a735c7bc,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-27 12:40:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: Memory Upgrades for 800 (Was: Questions for ATARI)
Message-ID: <2341@voder.UUCP>
Date: Wed, 27-Aug-86 15:40:23 EDT
Article-I.D.: voder.2341
Posted: Wed Aug 27 15:40:23 1986
Date-Received: Wed, 27-Aug-86 21:25:16 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 32
Keywords: Quick! Bring in the Logic Probe!

In <5563@topaz.RUTGERS.EDU> appelbau@topaz.RUTGERS.EDU (Marc Appelbaum) writes:
>I have a few questions that are directed at ATARI.
>
>   1) When is the XL/XE 3.5" drive going to be released?
>   2) IS ATARI developing an 8-bit mouse?
>   3) When is the 1200 baud direct connect modem going to be
>   released?
>   4) Is ATARI planning on marketing a 256k and 512k XE??

   Since there has never been any response to this I can only conclude that Atari is dropping its line of 8-bit computers. :-(
   That being the case, rather than wait for a 520XE I've been thinking about upgrading my old 800 with a 512k memory board and was wondering if anyone has had any experience with these.
   I am aware of 3 different types: One is the Ramcharger from Magna Systems (located in New York) available in 256k, 512k and 1M. There is another company that has simular products whose name I can't remember (located in California), although these are rewired 16k memory boards and not custom circuit boards as with the Ramcharger. And recently I noticed an add for Canoe Computer Services which offers their Ramcart which is a 256k, 512k or 1M memory upgrade cartridge which plugs into the cartridge port of any 8-bit Atari, although I doubt if its Axlon compatible. Prices run the same at $149.95, $195.95 and $299.95 respectively.
   I would be interested if anyone has one of these memory upgrades or if you know of someplace that sells them other than direct from the manufacturer.

Kevin Thompson   {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -3527992659257648207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f2a30b52946266d7
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-28 06:21:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!caip!clyde!cbatt!cbosgd!ihnp4!inuxc!inuxm!tob
From: tob@inuxm.UUCP (T Burger)
Newsgroups: net.micro.atari8
Subject: Re: TTL output from an 800XL?
Message-ID: <420@inuxm.UUCP>
Date: Thu, 28-Aug-86 09:21:05 EDT
Article-I.D.: inuxm.420
Posted: Thu Aug 28 09:21:05 1986
Date-Received: Sat, 30-Aug-86 03:18:43 EDT
References: <8608261645.AA01484@ucbvax.Berkeley.EDU>
Organization: AT&T Consumer Products, Indianapolis
Lines: 29

> Is there any way to get TTL video output from an 800XL without building
> some sort of RF-to-TTL or composite-to-TTL converter?

If you mean RGB TTL the answer is; You have to build something.

If you mean a TTL version of the luminance signal then it is available
     inside the 800XL.

     The GTIA chip (U17) has 4 bits of luma on pins

          31   bit 0
          22   bit 1
          23   bit 2
          24   bit 3

          25   sync

     these are buffered by a 4050 (U20)

          6 bit 0
          12 bit 1
          4 bit 2
          2 bit 3
          15 sync

Hope this helps.

Ted Burger

From -2309987282434603605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,bfcb046a472ede1c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-28 08:43:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: KERMIT UPLOAD PROBLEM WITH AVATEX MODEM
Message-ID: <8608281529.AA16037@mitre-bedford.ARPA>
Date: Thu, 28-Aug-86 11:43:45 EDT
Article-I.D.: mitre-be.8608281529.AA16037
Posted: Thu Aug 28 11:43:45 1986
Date-Received: Fri, 29-Aug-86 02:39:32 EDT
References: <860827-160115-1636@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 17

The Avatex dealer who told me about the forthcoming 2400 bps model for under
The Avatex dealer who told me about the forthcoming fully Hayes compatible
2400 bps Avatex product for less than $200 is Rick Pommet, of Nelson
Communications, (617) 738-6000. Avatex sales is a sideline and Rick is pretty
busy during the day so inquiries may be more successful in the evening via his
home number (617) 667-4357.

Another Avatex dealer, who by the way will probably be offering a direct Atari
XL/XE interface for the 2400 bps unit as he does for the 1200, is Paul Swanson
of Nite Lite Systems (mfgr of the BBS software by that name) at (617) 663-4463
or on his BBS at 663-4221. Paul's prices tend to be higher, as sales and
service of Atari-related products is his livelihood. However, Paul is a VERY
heavy-duty Atari technical expert and if you need his level of technical
support it is definitely worth the price to have his expertise available.

-John Sangster
jhs@mitre-bedford.arpa

From -2337028969821845408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fde263edee945455,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-28 11:14:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!caip!sri-spam!parcvax!hplabs!tektronix!tekgen!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8

Subject: Atariwriter Plus Bugs
Message-ID: <934@tekigm2.UUCP>
Date: Thu, 28-Aug-86 14:14:26 EDT
Article-I.D.: tekigm2.934
Posted: Thu Aug 28 14:14:26 1986
Date-Received: Fri, 29-Aug-86 18:57:29 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 21

I have had several eMail conversations with Neil Harris on this, but I
would like to get some support from other users of Atariwriter Plus.

The problem that I have been experiencing, which I think is a fatal
bug, is that on multipage documents AW+ does not correctly execute the
page break. This is either a soft page break or control-E hard page break.
Instead of breaking the text and placing it on the next page, it recycles
it and inserts it at the top of the page (inserting it with the correct
text for that area). I think that it might be related to
L and R margins, but I have had it happen with the default margins, as
well as when I have modified the margins.

Neil and Atari Corp. were told of this problem by myself about six months
ago but I have not heard what they have found out. I suspect that Atari
is too busy designing new products (particularly 16 bit ST line) to fool
with this problem. It is resolvable, by inserting multiple Control-E and
C/R commands you can force a normal page break. But this is a pain and
should not be needed -- I do not remember ever having the problem with
the original AW cartridge program.

--Bill--

From -7009310586226047869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f5b05b858197c32c,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,f5b05b858197c32c,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-08-29 05:26:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari16,net.micro.atari8
Subject: Atari Explorer
Message-ID: <5629@topaz.RUTGERS.EDU>
Date: Fri, 29-Aug-86 08:26:17 EDT
Article-I.D.: topaz.5629
Posted: Fri Aug 29 08:26:17 1986
Date-Received: Fri, 29-Aug-86 21:22:47 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 5
Keywords: Does it still exist????
Xref: mnetor net.micro.atari16:1759 net.micro.atari8:393

Cc: appelbau@topaz.rutgers.edu,appelbaum@blue.rutgers.edu

I remeber that a while ago Neil Harris said that Atari Explorer was going to be published by a couple of people in NJ and was to be out in July. Well it's now late August and I haven't seen anything about Atari Explorer. Is Atari Explorer going to be published in the near future? If so when?

From 1050615148625446800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e1213ebdff22bb2,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 12c65a,e1213ebdff22bb2,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1986-09-01 19:29:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!cmcl2!lanl!unm-la!peter
From: peter@unm-la.UUCP (bill peter)
Newsgroups: net.micro.atari8,net.micro.cbm
Subject: Video games on 8-bit machines
Message-ID: <418@unm-la.UUCP>
Date: Mon, 1-Sep-86 22:29:05 EDT
Article-I.D.: unm-la.418
Posted: Mon Sep 1 22:29:05 1986
Date-Received: Tue, 2-Sep-86 02:03:57 EDT
Distribution: net
Organization: Shabtai Tzvi Acting School
Lines: 19
Xref: mnetor net.micro.atari8:395 net.micro.cbm:1251

Excuse me if this question doesn't belong in this newsgroup, or if it's been asked many times, but what would be a good game computer for purchase? My 3-year old likes my Macintosh, but it's not a good game machine, and I'd like to get him a system which runs Pac Man and Pole Position (especially in color--unheard of on the Mac!).

Principal wish of mine would be a system with excellent graphics that I can plug into an RGB switch on a television set, and relatively cheap software. What is the best Atari for this purpose? Are the commodore 64's a better alternative? I've heard about the Atari 800 XL and the 5200 and 7800...which of these are best? Could a child simply plug in the cartridge game and play?

Thanks in advance for any help anyone can give me...I can't work at home anymore until I get another machine....

bill peter   ihnp4!lanl!wkp

From 4676375155229165336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e1213ebdff22bb2
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-02 08:41:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Video games on 8-bit machines
Message-ID: <8609021529.AA26064@mitre-bedford.ARPA>
Date: Tue, 2-Sep-86 11:41:56 EDT
Article-I.D.: mitre-be.8609021529.AA26064
Posted: Tue Sep 2 11:41:56 1986
Date-Received: Tue, 2-Sep-86 21:09:43 EDT
References: <418@unm-la.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 31

I recommend the Atari 800XL, which is currently selling at Toys R Us for $69.99. Also available mail order at that price if Toys R Us is sold out. (In fact I recommend buying a second one as a spare!)

The 800XL can be used to produce RGB output if you are willing to build up a special circuit for the purpose (basically requiring 1 IC). The trick is to bring out the CHROMA signal separately and keep it separate into the chroma input of the NTSC decoder chip. The NTSC composite output has a filter to band limit the Chroma to keep it from spilling over into the luminance signal. If you decode the COMPOSITE signal this band limiting will limit resolution to far less than you can get by handling the Chroma separately. I am told that if you use the unfiltered LUMINANCE and CHROMA signals as the starting point and design the circuit carefully, the resolution of an RGB output can be made essentially as good as any RGB monitor can resolve. A relative of mine has been helping a friend design such a converter, and I might be able to get some design hints, maybe even a schematic diagram if there is interest.

The 800XL, unlike the video game units, can be expanded into a fairly useable general-purpose home computer for word processing, learning programming, and even fairly serious business applications. In this day and age of megabytes, it is easy to forget that a 1.78-MHz clock and 65K bytes used to be considered a darn powerful computer! (More than a PDP-8 for example.)

-John Sangster
jhs@mitre-bedford.arpa

P.S. - Currently the 1050 disk drive is selling for around $125 mail order. A TV set, 800XL and 1050 is enough to do some serious applications with. The Commodore is considerably more expensive, the disk drive is slower, and those who really know say the operating system is a real kludge compared to what Atari provides.

From -4002203608088367160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,84cb6149f06a41e9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-02 11:28:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!caip!clyde!cbatt!cbosgd!ihnp4!ihuxi!store2
From: store2@ihuxi.UUCP (Wilcox)
Newsgroups: net.micro.atari8
Subject: October 1986 ANTIC TOC
Message-ID: <1409@ihuxi.UUCP>
Date: Tue, 2-Sep-86 14:28:50 EDT
Article-I.D.: ihuxi.1409
Posted: Tue Sep 2 14:28:50 1986
Date-Received: Wed, 3-Sep-86 04:15:14 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 128

**********[Ignore header path]**********

October 1986 ANTIC TOC
Theme: Hard Disks

page article

6 I/O BOARD
Letters from readers.
11 HARD DISKS FOR ATARI
A quick overview of hard disk drives.
15 INSIDE A HARD DISK
A more detailed article on the workings of a hard disk.
19 TEXT SIDEWINDER
A program that displays your text as a horizontal banner flowing across the screen. Includes several options.
23 GAME OF THE MONTH: SSSNAKE!!!
Take control of a panic-stricken snake and get ready for one of the fastest-moving BASIC action games you have ever played. BASIC with ML subroutines.
26 SUPRADRIVE FOR 8-BIT ATARIS
A review of Supra Corp. hard drive for all us 8-bit owners. Some warnings: It only works with unmodified XL and XE computers (uses parallel bus port). They say that custom chips such as RAMrod and Omnimon will severely damage the SupraDrive. (Any comments Dave?)
30 STARTING OUT
This months column is devoted to the discussion as to whether to use GOTO statements in your BASIC programs or not. Pro and Con issues are discussed.
35 THREE HARD DISKS FOR THE ST
A review of the Atari 20 Mb, SupraDrive 10 Mb and the HabaDisk 10 Mb disk drives for the ST.

37 VIDEO STRETCH
Stretch visual inages like silly putty on any 8-bit Atari with 48K. Requires ACTION! cartridge.
38 EDUCATION: ATARI STILL MAKES THE GRADE
A discussion of how the Atari computers are being used in the classrooms as well as what educational software is available and where to find it.
45 PRODUCT REVIEWS
Software
Write 80 Word Processor (MTS Software)
Racing Destruction Set (Electronic Arts)
Fooblitzky (Infocom Inc.)
Artist Unleashed, Layout (MTS Software)
Hardware
P:R: Connection (ICD Inc)
53 EDUCATION: CASTLE: COLORFUL EDUCATIONAL GAME
Build a multi-colored castle on your Atari screen with this intriguing and versatile educational game. There is a BASIC listing for both the 8-bit and the ST computers. (Color monitor required for the ST version)

**********BEGIN THE ST RESOURCE SECTION**********

57 MOUSE EDITOR
A "Pointer Construction Set" in ST BASIC. To use Mouse Editor, you'll have to merge it with your own ST BASIC program.
62 OKIMATE 20 COLOR PRINTER
Now you can get beautiful full color prints from your ST! Okidata now has an ST package that includes the standard Okimate 20 with an Atari ST interface and printer driver. Although not mentioned, if you have a Okimate 20 already, you can probably get the interface package separately.
67 ST PRODUCT NEWS AND REVIEWS
Software
Time Bandit (MichTron Inc)
Hardware
Volks VM520 Modem (Anchor Automation)
Logikhron Clock Card (Shanner International Corp)
New Products (description only)
Software IBM Emulator (Paradox Enterprises)
BigFoot Clock Card (BigFoot Systems)
EPROM Boards (BigFoot Systems)
AC/FORTRAN (Absoft Corp)
Breakers (Broderbund Software)
Pro Pascal (Prospero Software, Ltd)
BASIC Training Guide (Abacus Software)
Graphics and Sound (Abacus Software)
Squeeg and Unsqueeg (Quack Computer Co)
The Atari ST Explored (Kuma Computers, Ltd)
Disk Library (Classic Image Software)
Diablo (Classic Image Software)
72 SOFTWORKS BASIC

A review of a new BASIC from Softworks Limited. It is a compiled BASIC that offers considerable speed advantages over the ST BASIC from Atari, but is not for the new programmer or novice. It supports virtually all commands available, but you must be familiar with GEM and XBIOS.

83 TYPO ST

An automatic proofreading for ST BASIC type-ins.

**********END THE ST RESOURCE SECTION**********

87 SOFTWARE LIBRARY

This section contains all the program listings for the articles in this issue. (ST BASIC programs now include a checksum list for the TYPO ST program)

114 NEW PRODUCTS

A description but not a review of several new products available for the Atari computers.

Coming next month: Financial Issue

- -Budget dBase
- -Complete personal finance type-in software
- -GraphMaker
- -$1000 Programming Contest
- -BBS Express Review
- -Machine Language Lessons for 68000

Comments: Several new items of interest with ANTIC this month. First, they now include a reader service card so you can get additional information by circling a number and sending in the postage paid post card. Second, the new Autumn catalog is included that contains a lot on new programs of interest to both the 8-bit and ST owners. For instance, if you subscribe to ANTIC but do not get the disks, you can now 6 months worth of programs on a disk for $20. There are 4 disks available. Available also is three disks of ANTIC ST section Compendiums for $12.95 each.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

From -5128291047738454142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,84cb6149f06a41e9
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-03 04:36:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!nike!ucbcad!ucbvax!D.ISI.EDU!DYOUNG
From: DYOUNG@D.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: October 1986 ANTIC TOC

Message-ID: <8609031145.AA27268@ucbvax.Berkeley.EDU>
Date: Wed, 3-Sep-86 07:36:19 EDT
Article-I.D.: ucbvax.8609031145.AA27268
Posted: Wed Sep 3 07:36:19 1986
Date-Received: Wed, 3-Sep-86 20:48:51 EDT
References: <1409@ihuxi.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

Kit,

With regards to the article in ANTIC that custom OS's such as the
OMNIMON can "severely damage" a hard drive, utterly absurd. That kind
of irresponsible writing is a trademark of ANTIC and is one of the
reason I have not subscribed to their magazine for years.

In fact, if they had bothered to call me (as responsible journalists
should do who are fixing to make such damaging allegations) I would have
pointed out that OMNIMON itself can do no damage. What can do damage
is improperly written software that makes illegal assumptions about
the operating system.

David Young

From -5245832099582691978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-03 08:09:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!clyde!watmath!watnot!cbbrowne
From: cbbrowne@watnot.UUCP (Christopher Browne)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <11981@watnot.UUCP>
Date: Wed, 3-Sep-86 11:09:41 EDT
Article-I.D.: watnot.11981
Posted: Wed Sep 3 11:09:41 1986
Date-Received: Wed, 3-Sep-86 21:50:02 EDT
References: <8608232228.AA02986@hplabsc>
Reply-To: cbbrowne@watnot.UUCP (Christopher Browne)
Organization: U of Waterloo, Ontario
Lines: 55

In article <8608232228.AA02986@hplabsc> dsmith%hplabsc@HPLABS.HP.COM (David Smith)
writes:
>
>   The Translator disk I have, which is called "The XL Fix" has a menu
>   of three options - boot a Basic program off disk, boot a machine
>   language program off disk, and boot a cartridge. The 3 cartridges I

>   own run fine on my XL, so I've never tried the catridge option to
>   see how it worked...
>   -- Howard Chu
>   hyc@umx.cc.umich.edu
>
>How is that supposed to work? Are you supposed to plug the cartridge
>into the slot with the computer already running? I didn't think that
>was safe. But if you power up with the cartridge in the slot, it will
>boot off the cartridge and not the disk.
>
>   David Smith
>   {backbone!}hplabs!dsmith

It would seem to be possible (if you're careful) to keep the 'Translated' OS in memory when you plug in a cartridge. Most definitely, plugging in a cart. will NOT destroy the computer. Would Atari sell a machine that can be so easily destroyed by a little mistake by a consumer? Certainly not! (This data is not merely my own assertion - it has been stated by Bill Wilkinson of OSS, and by various other people over the years. They know some of the technical side too). I plug in and unplug cartridges all of the time on my XL, with no ill effects (well, the computer does lock up pretty good - but when I press reset, it clears up. What do you expect when a computer's program suddenly disappears from memory while it's executing?).

     On to Translators and Cartridges. Way back (I think in either late '84 or early '85) Analog Magazine produced their own 'Homemade Translator' (which works quite well - and can be used for some neat tricks). In the article, the author said that you could use it with some of those cartridges, if you insert the cartridge very carefully (and then reset using the special reset combination that the program used). The idea was, put the cartridge in the slot, but don't push it in far enough to cause electrical contact. Then, in one clean, swift motion, push it in (make sure everything is straight so that it goes in cleanly) Apparently, if you push it in fast enough, the circuitry gets fooled into thinking that nothing has actually happened - that is - it does not detect the insertion of the cartridge. This may or may not work for other translators. If this is a help to anyone, great! I suspect, however, that it won't be. I don't remember seeing anything in the discussion about any specific cartridges that needed to be used. I hope at least that this discussion has not (will not?) be(en?) boring.

--
            Christopher Browne
            University of Waterloo
            Faculty of Mathematics

            "To do is to be." -- Aristotle
         "To be is to do." -- Socrates
         "Do be do be do." -- Sinatra
         "Do be a do bee." -- Miss Sally of Romper Room fame.
         "Yabba dabba do." -- Fred Flintstone

From -7467341272292831781

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3eea5830d994d02a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-03 08:23:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!clyde!watmath!watnot!cbbrowne
From: cbbrowne@watnot.UUCP (Christopher Browne)
Newsgroups: net.micro.atari8
Subject: Re: Atari 1027 Printer
Message-ID: <11982@watnot.UUCP>
Date: Wed, 3-Sep-86 11:23:14 EDT
Article-I.D.: watnot.11982
Posted: Wed Sep 3 11:23:14 1986
Date-Received: Wed, 3-Sep-86 21:50:53 EDT
References: <8608262050.AA00294@ENTERPRISE.BBN.COM>
Reply-To: cbbrowne@watnot.UUCP (Christopher Browne)
Organization: U of Waterloo, Ontario
Lines: 43

In article <8608262050.AA00294@ENTERPRISE.BBN.COM> rgenter@ENTERPRISE.BBN.COM (Rick Genter) writes:
>   *) Atari has not made the 1027 in 7 months. Their current printers
>   are the XMM801 and XMM804, neither of which is letter quality.
>
>The search continues. I'd like to ask the entire community: what do you use
>for letter quality output? Remember, I am looking for something to connect
>to my 850 interface, and it should be usable from AtariWriter+. I'm about to
>drop the word CHEAP from my qualifications, though a LaserWriter or LaserJet
>is out of the question :-).
>--------
>Rick Genter   BBN Laboratories Inc.
>(617) 497-3848   10 Moulton St. 6/512
>rgenter@labs-b.bbn.COM (Internet new)   Cambridge, MA   02238
>rgenter@bbn-labs-b.ARPA (Internet old)   linus!rgenter%BBN-LABS-B.ARPA (UUCP)

     How about one of the near letter quality printers? Panasonic makes a series that seem quite popular around here. They are sold as the Panasonic 1010, 1111, and maybe other numbers (the higher the better), also under the brand name Roland. They are in the $400 price range (Canadian) which probably translates to about $300 US (I think). At any rate, they are in the same price range as the Geminis and Epsons and Mannesman Tally and ...
They produce very nice looking print in the NLQ (near letter quality) mode, which actually looks better upon photocopying. The nicer editions include a modest buffer (2K I think). The ribbon costs about twice as much as an Epson ribbon, but seems to last a lot longer (hopefully twice as long). I have not heard of any problems relating to these printers, and I was very happy to see a deluxe (15" carriage, super-fast, with a very nice sheet feeder) edition at work. It's pricey - probably $600-700 US (we got it for $800 CDN - but we got a real deal) but it is superior to any Epson that I have used. It's faster than our FX-100, has more features, and prints much more legible print. I would take it as a second choice after a laser printer, if quality was the only concern.

--
Christopher Browne
University of Waterloo
Faculty of Mathematics

"To do is to be." -- Aristotle
"To be is to do." -- Socrates
"Do be do be do." -- Sinatra
"Do be a do bee." -- Miss Sally of Romper Room fame.
"Yabba dabba do." -- Fred Flintstone

From -9085283657950041406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d13e25d79f9667db,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-03 20:48:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!ucdavis!deneb!ccrbrian
From: ccrbrian@ucdavis.UUCP (Brian Reilly)
Newsgroups: net.micro.atari8
Subject: using Atari 800 to generate TV graphics
Message-ID: <506@ucdavis.UUCP>
Date: Wed, 3-Sep-86 23:48:26 EDT
Article-I.D.: ucdavis.506
Posted: Wed Sep 3 23:48:26 1986
Date-Received: Thu, 4-Sep-86 05:18:10 EDT
Distribution: net
Organization: University of California, Davis
Lines: 15

Hi - I have a friend who works for a television station which would
like to use some computer graphics in between their shows. Since it is
a low budget operation, they are using an Atari 800. (very low budget
obviously) However, according to my friend, the 800 does not put out
enough volts to generate a good image. He thinks that it can be
modified to do this. They are writing the screens to a VCR, and I
don't know too much more about it. Does anyone have experience doing
this or any suggestions?

Thanks

- brian reilly
{lll-crg,ucbvax}!ucdavis!vega!ccrbrian
con.reilly@su-gsb-how.arpa
btreilly@ucdavis.bitnet

From -4643270133997899282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3eea5830d994d02a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-03 22:12:48 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Atari 1027 Printer
Message-ID: <8609040501.AA18168@mitre-bedford.ARPA>
Date: Thu, 4-Sep-86 01:12:48 EDT
Article-I.D.: mitre-be.8609040501.AA18168
Posted: Thu Sep 4 01:12:48 1986
Date-Received: Thu, 4-Sep-86 05:19:19 EDT
References: <11982@watnot.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 18

Re: NLQ printers...

Close readers of this Net will recall I have occasionally noted that Paul Swanson, proprietor of Nite Lite Systems (of Atari BBS fame), is a clever fellow and does nifty technical things. Well, it seems one little project he showed me recently was a custom driver for the Epson printers (and equivalents) which GREATLY increases the apparent resolution of the output, making it look almost as good as some of the 24-pin units. The price you pay (apart from whatever Paul would charge for the driver software) is an equally GREAT reduction in speed. But for some applications, this would be a very good tradeoff -- after all, true LQ printers are not noted for their great speed, either.

Paul can be reached for comment at (617) 663-4463 or 663-4221 (BBS dialup port).

-John Sangster
jhs@mitre-bedford.arpa

From 2104805398102592113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,53b82011ddaff024,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-04 08:06:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!nike!ucbcad!ucbvax!ENTERPRISE.BBN.COM!rgenter
From: rgenter@ENTERPRISE.BBN.COM (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Atari Printers
Message-ID: <8609041506.AA00147@ENTERPRISE.BBN.COM>
Date: Thu, 4-Sep-86 11:06:38 EDT
Article-I.D.: ENTERPRI.8609041506.AA00147
Posted: Thu Sep 4 11:06:38 1986
Date-Received: Thu, 4-Sep-86 21:39:25 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

Thanks for your suggestion regarding NLQ printers. I hadn't looked at them for quite a while, and they've gotten a lot closer to LQ than the last time I looked. I saw the Panasonic line at one of the local department stores in Nashua, NH, but ended up ordering a Smith-Corona D200 from Computer Direct in Barrington, IL (312-382-5050). They had them on sale for $159 +$14.50 shipping/handling ($29 if shipped to Canada). You can call the same number to order one of their free catalogs. They claim delivery in 7 to 10 days (we'll see - I just ordered it today). The printer comes with a one-year "immediate replacement" warranty, which was also attractive.

While I was at it, I also ordered 5 boxes of Fuji 5 1/4" floppies, since they had boxes of 10 for $4.90 (1S2D). I'll let the list know how Computer Direct works out; some of their prices seem reasonable, whereas others don't (printer ribbons for MX-80 for $12.99, when I can go to the department store and get them for $9.99).

Rick Genter BBN Laboratories Inc.
(617) 497-3848 10 Moulton St. 6/512
rgenter@labs-b.bbn.COM (Internet new) Cambridge, MA 02238
rgenter@bbn-labs-b.ARPA (Internet old) linus!rgenter%BBN-LABS-B.ARPA (UUCP)

From 7411362603843766430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,50f6895624d0e47c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-04 09:31:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!ENTERPRISE.BBN.COM!rgenter
From: rgenter@ENTERPRISE.BBN.COM (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Fix This
Message-ID: <8609041631.AA00538@ENTERPRISE.BBN.COM>
Date: Thu, 4-Sep-86 12:31:28 EDT
Article-I.D.: ENTERPRI.8609041631.AA00538
Posted: Thu Sep 4 12:31:28 1986
Date-Received: Thu, 4-Sep-86 21:43:08 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

From Mailer@SU-SCORE.ARPA Thu Sep 4 12:05:57 1986
Received: from SU-SCORE.ARPA by ENTERPRISE.BBN.COM (1.1/4.7) id AA00348; Thu, 4 Sep 86 12:05:43 EDT
Date: Thu 4 Sep 86 09:03:32-PDT
From: The Mailer Daemon <Mailer@SU-SCORE.ARPA>
To: rgenter@[128.89.0.52]
Subject: Message of 4-Sep-86 08:05:30
Status: RO

Message failed for the following:

MBF@C.CS.CMU.EDU.#Internet: 550 No such local mailbox as "MBF", recipient rejected

From 7522939944623957130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,23e0be56144dce9d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-19 14:36:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!rutgers!pyrnj!esquire!cmcl2!lanl!wkp
From: wkp@lanl.ARPA (bill peter)
Newsgroups: net.micro.atari8
Subject: Re: BSR X10 program
Message-ID: <8672@lanl.ARPA>
Date: Sun, 19-Oct-86 17:36:12 EDT
Article-I.D.: lanl.8672
Posted: Sun Oct 19 17:36:12 1986
Date-Received: Tue, 21-Oct-86 22:09:17 EDT
References: <8610112012.AA24233@mitre-bedford.ARPA>
Organization: Los Alamos National Laboratory
Lines: 29

> I don't know of one but I am interested in getting such a capability myself.
>
> Also, I may be able to write a suitable program or contribute to the writing
> thereof. It should ideally run in a cartridge so you don't need a disk drive
> for the security system. It would be even better if it didn't need an RS-232
> interface. The joystick ports on the Atari can be used for both input and
> output, and the serial I/O port can be converted into an RS-232 port with the
> addition of a couple of level translator chips (that's what an R:verter is,
> folks).
>
> Please post the phone number and address of DAK and the catalog date and order
> number of this BSR gadget!!!
>
> Is anyone else out there in net-land interested in collaborating on the design
> of a cheap BSR security system controller package to run on a bare bones 800XL
> with no disk drive and no 850 interface? At last report the XL is going for
> $69.95 by itself.
>
> -John Sangster

Recently, there was a Public domain program in C posted to the net
in mod.sources that could drive the BSR X-10. I have a copy of it.
I suppose it could be easily modified for use by the XL.

bill peter
... {cmcl2,inhp4}!lanl!wkp
... {ucbvax,gatech}!unmvax!unm-la!peter

From 4901228985842595072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,bde833c3c50fbf85,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-20 13:53:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!think!sharakan
From: sharakan@think.COM (Eric Sharakan)
Newsgroups: net.micro.atari8
Subject: Add me to mailing list
Message-ID: <6531@think.COM>
Date: Mon, 20-Oct-86 16:53:22 EDT
Article-I.D.: think.6531
Posted: Mon Oct 20 16:53:22 1986
Date-Received: Tue, 21-Oct-86 23:46:29 EDT
Organization: Thinking Machines, Cambridge, MA
Lines: 9

Please add me to the mailing list.

Thanks.
--
--
Eric Sharakan, Thinking Machines Corporation, Cambridge, Ma., 02142
ARPA: SHARAKAN@THINK.COM
UUCP: ...!{ihnp4,seismo,...}!think!sharakan

From 2391443452000224303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fcac107bb9675c0e
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-21 04:46:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!rutgers!nike!ucbcad!ucbvax!A.ISI.EDU!DYOUNG
From: DYOUNG@A.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: vt100 emul wanted
Message-ID: <8610211156.AA19331@ucbvax.Berkeley.EDU>
Date: Tue, 21-Oct-86 07:46:41 EDT
Article-I.D.: ucbvax.8610211156.AA19331
Posted: Tue Oct 21 07:46:41 1986
Date-Received: Wed, 22-Oct-86 03:50:34 EDT
References: <305@killer.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I would be glad to donate and OMNIVIEW and OMNICOM (VT100/Kermit/XMODEM)
for the 800 to your explorer Scout Troop if you will give me a call at
214-235-2146. From your organization name I assume that you are in the
Dallas area.

David

From -5359788813048088118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2dd268f56d57d1a5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-21 05:08:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!elbereth!rutgers!nike!ucbcad!ucbvax!
BLIULG12.BITNET!UZ32112
From: UZ32112@BLIULG12.BITNET
Newsgroups: net.micro.atari8
Subject: NOTE from UZ32112
Message-ID: <8610211207.AA19626@ucbvax.Berkeley.EDU>
Date: Tue, 21-Oct-86 08:08:05 EDT
Article-I.D.: ucbvax.8610211207.AA19626
Posted: Tue Oct 21 08:08:05 1986
Date-Received: Wed, 22-Oct-86 03:56:22 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 26

Date: 21 October 1986, 12:32:35 ULG
From: Andre PIRARD   +32 (41) 520180(449) UZ32112 at BLIULG12
      SEGI - Universite de Liege
      15, av. des Tilleuls
      B4000 LIEGE (Belgique)
      UZ32112%BLIULG12.BITNET@WISCVM.WISC.EDU
To: INFO-ATARI8 at SU-SCORE

Hi Atari people,

My brother bought an Atari 800 for a mere $100 here in Belgium.
He would be interested in RS232 communication to transfer files.
I was telling him of Kermit which is rather widespread over here.
But the problem is the listed price for an RS232 interface is $150,
excessive compared to the machine's.
I also had a look at the Kermit doc and found it needed an Action!
cartridge to work.
Is there a cheaper or better alternative than that?
Or is there a way to read/write Atari diskettes on other machines
e. g. Commodore 64 or vice versa.
Also does a server exist where I could find utilities to download.
It must be a server, because I have no interactive access to Arpa.

Please reply me directly as I am not on the list.

Thanks for him.

From 1616463532420157642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f6db793ed760efe7,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-22 09:53:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cuae2!gatech!akgua!codas!peora!ucf-cs!novavax!houligan!
pkopp@potpourri.UUCP
From: pkopp@potpourri.UUCP (Paul Kopp)
Newsgroups: net.micro.atari8
Subject: Antic Catalog
Message-ID: <125@houligan.UUCP>
Date: Wed, 22-Oct-86 11:53:22 EST
Article-I.D.: houligan.125
Posted: Wed Oct 22 11:53:22 1986
Date-Received: Tue, 28-Oct-86 02:33:39 EST
Organization: Gould Electronics, Ft. Lauderdale, Florida.
Lines: 19

Well, I finally got it. I posted a message about a week ago complaining
about how long it is taking to receive my software from Antic. Here it is
6 weeks later, I got my Chameleon. Antic also sent a letter explaining why
it took sooooooooo long. It seems they are changing over to a new system
that will speed up service. To "patch things up," Antic sent me a ten
dollar coupon good for my next purchase. I must admit, Antic has pretty
good prices to start off with but with ten dollars off their software is
looking better and better. It also looks like I will be doing business
with Antic again. I just thought I would fill everyone in.
                                Paul Kopp

    ######   Gould Computer Systems Division
      ###   in Sunny South Florida
######
...mcnc!rti-sel!gould!pkopp OR
...akgua!ucf-cs!novavax!houligan!pkopp
      ###
    ######   The opinions expressed are my own.

From -4777144463384239331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,705a0db9f1affe60,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,705a0db9f1affe60,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-22 09:55:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!sri-spam!sri-unix!hplabs!tektronix!tekgen!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Atari's At Work

Message-ID: <1128@tekigm2.UUCP>
Date: Wed, 22-Oct-86 12:55:14 EDT
Article-I.D.: tekigm2.1128
Posted: Wed Oct 22 12:55:14 1986
Date-Received: Thu, 23-Oct-86 23:46:48 EDT
Organization: Tektronix Inc., Beaverton, Or.
Lines: 28
Xref: mnetor net.micro.atari8:509 net.micro.atari16:2708

From the sounds of recent messages, I am not the only one who would rather be using an Atari at work rather then an IBM. Whether a ST or a XE/XL is, I think, a moot point. At work (Tektronix, Clark County) I have two options at present: I can use a Tek 4107 terminal to a Gould 9000 mainframe, or I can use an IBM-XT (576k) PC. What is so bloody frustrating about the IBM is that everything that I can readily do at home on my 130XE takes a change in dip switch here, a new ... board there, etc. My Atari's are set up for color, the IBM requires a special color card; the Atari is set up for graphics, the IBM requires a special graphics card! Who says that the IBM is better? Arghh!! [The Gould 9000 is down so much as to become almost a non-option.]

I have finally found a good equivalent IBM program that is very similar to Atariwriter or Atariwriter +. It is pfs:write. Similarly, pfs has equivalent software to SynCalc, SynGraph, SynFile, etc. I suspect that AW is a clone of pfs:write or that pfs:write is a clone of AW, and that both are also similar to Applewriter. pfs:write is probably not the most sophisticated wordprocessor in the world, but it is simple (KISS) and works! I have about had it with "enhanced" programs that add more controls, commands, etc. then ten people could use or figure out.

Back to my original point, I just wish that Atari would become respectable enough to allow its use at "work"! Still am tempted someday to bring down a spare 1200XLE (256k upgrade) and use it for my wordprocessing!

--Bill--

==> I hope that the above will generate some discussion, particularly discussion of experiences with using non-IBM in work environments.

From 7222749995256032206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1d8513b87ddc8752,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-22 10:09:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!sri-spam!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: xm-1201?
Message-ID: <8610220123.AA24324@mitre-bedford.ARPA>
Date: Wed, 22-Oct-86 13:09:19 EDT
Article-I.D.: mitre-be.8610220123.AA24324

Posted: Wed Oct 22 13:09:19 1986
Date-Received: Wed, 22-Oct-86 23:28:20 EDT
References: <6379@topaz.RUTGERS.EDU>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 9

I have no info on Atari's direct-connect modem, but just wanted to remind you that Nite Lite Systems of Billerica, MA (of Nite Lite BBS software package fame) offers a modified Avatex modem with an Atari direct connect interface as well as the standard RS-232 interface. I think the price is around $140 to 150, but you would have to talk to the proprietor, Paul Swanson to get a firm price. His BBS phone number is (617) 664-4221.

-John Sangster
jhs@mitre-bedford.arpa

From -1133314444355996031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,31a4029a68406874,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-22 15:17:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cuae2!ihnp4!chinet!cabbie
From: cabbie@chinet.UUCP (Richard Andrews)
Newsgroups: net.micro.atari8
Subject: PBI protocol
Message-ID: <659@chinet.UUCP>
Date: Wed, 22-Oct-86 18:17:18 EDT
Article-I.D.: chinet.659
Posted: Wed Oct 22 18:17:18 1986
Date-Received: Thu, 23-Oct-86 07:32:19 EDT
References: RS-232 mod
Reply-To: cabbie@chinet.UUCP (Richard Andrews)
Organization: chinet, Public Access UN*X, Chicago IL
Lines: 336
Keywords: 1090,1450XL,RS-232,PBI devices

This is the description for the 1090 expansion box of which a few got out of Atari's warehouse. It does explain in further detail the parallel bus protocol. The hardware specifications have been omitted   They specified such things as "contact fingers shall be plated with nickel of the low stress type, Class II per federal specification....."ad nausem. Enjoy!

Rich Andrews
...ihnp4!chinet!cabbie

XL-Series expansion system
(edited)
Technical Specifications
Revision A
5/11/84

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2) SERIAL/PARALLEL INTERFACE
3) Z-80 PROCESSOR
4) 80 COLUMN VIDEO MONITOR INTERFACE
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The expansion box contains a triple output power supply providing regulated +12 volts and -12 volts and +10 volts unregulated. Also provided is a half wave rectified AC waveform (for power line frequency reference only) and +5 volts (for reference only)

The address bus, data bus and control lines are buffered by the expansion box and bussed to the five edge connectors provided.

Connector pin-out top view

+10V	1	2	+10V
AUDIO IN	4	3	EXTSEL
GND	6	5	EXTENB
MPD'	8	7	REF
IRQ'	10	9	RDY'
RESET'	12	11	AC
ABUFFSEL'	14	13	CARDSEL'
-12V	16	15	BR/W'

GND	18	17	A15
BPHASE2	20	19	A14
GND	22	21	A13
+5V REF	24	23	A12
Reserved	26	25	A11
Reserved	28	27	A10
Reserved	30	29	A9
DBUFSEL'	32	31	A8
D7	34	33	A7
D6	36	35	A6
D5	38	37	A5
D4	40	39	A4
D3	42	41	A3
D2	44	43	A2
D1	46	45	A1
D0	48	47	A0
+12V	50	49	COMPGNDRET

PIN DESCRIPTIONS

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Pin 3 EXTSEL External Select (Input) ==> This open collector line is generated internally by the Expansion Box Device (E.B.D.). This signal should be active low whenever EXTENB is active and the E.B.D. is selected and there is a valid E.B.D. address on the bus. EXTSEL' causes a CAS' inhibit on the main board allowing a remapping process. Although E.B.D. can be mapped in any valid ram location, these devices shoudl follow the ATARI guidelines for E.B.D. locations so that future ATARI devices can be used. The drive desice should be capable of sinking 10 ma.

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input is 100mv peak to peak with a 4.7K ohm load impedance.

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Pin 18 GND Ground

Pin 22 GND Ground

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Pin 11 AC The half-wave rectified AC signal from the power supply bridge (rectifier). May be used as an unfiltered line frequency reference.

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Pin 13 CARDSEL (Output) ==> This signal enables the E.B.D. to respond to the hardware protocol. In the 1090 it will always be grounded. In future Atari products it will be an address space select line for processors which have an address space in excess of 64K.

Pin 15 BR/W Buffered Read/Write (Output) ==> This output is active high for a read cycle and active low for a write cycle.

Pin 16 -12V -12 Volts, Regulated

Pin 20 BPHASE2 Buffered Phase 2 Clock (Output) ==> This clock output line is a buffered phase 2 clock from the processor.

Pin 24 +5VREF This is a +5 volt regulated reference. Expansion cards should not draw more that 10ma maximum from this reference.

Pins 26,28,20 Reserved for future use.

Pin 32 DBUFSEL' Data Buffer Select (input) ==> This signal, when driven low enables the data bus transcievers for data to and from the computer.

Pin 49 COMPGNDRET Computer ground return is a ground connction only through the flat cable connector and is otherwise isolated.

Pin 50 +12V +12 volts regulated

Interface Reqirements

All E.B.I. outputs have the drive capability of 24ma at logic 0 and -6ma at logic 1

All E.B.I. open collector input lines must be able to sink 10ma minimum at .4 volts (max).

All E.B.I. non open collector input lines except AUDIO must have the capability of driving 24 ma at logic 0 and -6 ma at login 1.

All E.B.I. signals except audio will be standard TTL logic levels.

The AUDIO input line must drive a 4.7 KOhm source impedence with 100mv peak to peak signal.

Each expansion box card should not load any E.B.I. output with more that three standard TTL loads.

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2) Every E.B.D. has a unique handler that resides in the CPU memory from $D800-$DFFF. The ROMs containing the code for these handlers are physically resident on the respective E.B.D.s. To access this handler, the

math pack must be disabled with MPD. When the Math pack is disabled (this should happen whenever the E.B.D. is selected and has an external handler) the computer will generate EXTENB for the math pack area. The E.B.D. must then generate the correct EXTENB/EXTSEL protocol. If the device does not generate EXTSEL the CPU will access (in the 64K computers) an unused area of RAM. This area should not be used since all computers of this series do not have that area of RAM.

3) The location $D1FF in the CPU memory map is reserved for passing control information between the CPU and the E.B.D.'s. The CPU selects one of the devices by writing a "1" into the desired bit in location $D1FF. The device can be deselected by writing a "0" into the desired bit. The CPU can access 8 devices, but only one of the devices may be active at a time. If the IRQ line is pulled low the CPU can read status for location $DIFF and locate the requesting E.B.D. If the bit is a "0" the device has not caused the interrupt. The E.B.D. must clear the interrupt flag when the interrupt is being serviced.

4) An E.B.D. should assert MPD only when it is selected. An E.B.D. should assert EXTSEL only when it is selected and if EXTENB is asserted.

5) An E.B.D. may respond to any selects D0 through D7. It is recommended that the E.B.D's have configuration switches to allow them to respond to any one of the selects. Some of the computer systems use the E.B.I. to support internal devices; therefore the user should check each manual for device locations. If the system has devices in specific locations, those are reserved in that computer. (1450 modem and speech synthesizer)

6) An E.B.D. handler may respond to addresses in the region $D800-$DFFF only when it is selected.

7) A peripheral may respond to addresses in the region $D100-$D1AF only when selected.

8) The E.B.D.'s will have priority over the SIO peripherials when they are addressed generically.

9) The CPU address space from $D600 TO $D7FF is reserved for E.B.I. devices as follows:

Device	Range	Size
D0	$D600-$D61F	32 bytes
	$D620-$D63F	Rerserved (modems)
D1	$D640-$D67F	64 bytes
D2	$D680-$D6BF	64 bytes
D3	$D6C0-$D6FF	64 bytes
D4	$D700-$D73F	64 bytes

D5	$D740-$D77F	64 bytes
D6	$D780-$D7BF	64 bytes
D7	$D7C0-$D7FF	64 bytes

The 800XL will not provide CPU RAM in this address space. The 600XL has no internal RAM in this address space. The 1450XL does allow access to internal RAM in this address space. E.B.D.'s should provide this RAM on the E.B.D. or be restricted for use only on the 1450XL.

RAM 64KMR

The RAM 64KMR module is designed to be used in the expansion box. However, it does not completly adhere to the E.B.I. protocol since it will allow RAM to be selected in liew of the OS.(when used in the 1064 mode)

RESERVED MEMORY LOCATIONS

The memory space from $D100 to $D1AF is available for use by most applications. This space should be used by a device with the device select bit enabling it's use. If the device select bit is not used, there is potential bus conflict between E.B.D.'s. The remainder of the I/O space between $D1B0 and $D1FF is mapped as follows:

$D1B0-D1C7	Speech/Modem/Disk Registers
$D1C8-$D1CE	Atari Reserved
$D1CF	Alternate Interrupt Register (1450 only)
$D1D0-$D1DF	Audio Registers
$D1E0-$D1E7	Atari Reserved
$D1E8-$D1EF	Parrallel/Serial Registers
$D1F0-$D1F7	Alternate CPU Registers
$D1F8-$D1FD	80 Column Video Registers
$D1FE	RAM Bank select Registers
$D1FF	E.B.D. Select/Interrupt Register

<EOF>

Here line eater....eat THIS!

From -5137806856456678040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,46493a38999430b1
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-23 00:30:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!caip!clyde!cbatt!ihnp4!chinet!cabbie
From: cabbie@chinet.UUCP (Richard Andrews)
Newsgroups: net.micro.atari8
Subject: Re: RS-232 port mod
Message-ID: <662@chinet.UUCP>
Date: Thu, 23-Oct-86 03:30:49 EDT
Article-I.D.: chinet.662
Posted: Thu Oct 23 03:30:49 1986
Date-Received: Fri, 24-Oct-86 00:57:41 EDT
References: <611@chinet.UUCP> <8610112017.AA24270@mitre-bedford.ARPA>
<6507@think.COM>
Reply-To: cabbie@chinet.UUCP (Richard Andrews)
Organization: chi-net, Public Access UN*X, Chicago IL
Lines: 16

In article <6507@think.COM> sharakan@godot.think.com.UUCP (Eric Sharakan) writes:
>A.I.D. (makers of the r:verter) used to have a BBS where any owners of
>R:verters can login using the serial number of their device. The BBS
>contained all versions of their handlers, as well as some other neat
>things. I don't know if it is still operational, you should call them
>to find out. (They are located in Fla.)
>
>I have yet to see any of their handlers in the public domain.
>--
     The R-VERTER and any of the software is NOT in the public
domain. R-Verter is a copyrighted program of Advanced Interface
Devices, Inc.

                        Rich Andrews
                        ...ihnp4!chinet!cabbie

From 7171197138273528942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5baad43facd9d2ed,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-23 12:40:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ihnp4!qantel!intelca!amd!amdcad!decwrl!
kaoa01.dec.com!curzon

From: curzon@kaoa01.dec.com
Newsgroups: net.micro.atari8
Subject: boot sectors questions
Message-ID: <6074@decwrl.DEC.COM>
Date: Thu, 23-Oct-86 15:40:02 EDT
Article-I.D.: decwrl.6074
Posted: Thu Oct 23 15:40:02 1986
Date-Received: Sat, 25-Oct-86 05:17:33 EDT
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 23

Can anyone give the lowdown on the boot sectors of an Atari disk?

ie: how the "boot" ROM routines work,
    what parameters are picked up from the disk,
    where are they located,
    what functions served by the boot sector code vs
     the DOS itself
    differences between the boot sectors on a DOS disk
     and a "boot" disk
    and anything else that is interesting or relevant!

                  Thanks

                 Dick Curzon
                 Digital Equipment of Canada
                             PO Box 13000
                             Kanata Ontario   K2K 2A6
                             Canada.

(DEC E-NET)   KAOA01::CURZON
(UUCP)   {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA)   curzon%kaoa01.DEC@decwrl.ARPA

From -7979667947820510660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,31a4029a68406874
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-23 22:03:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ihnp4!chinet!cabbie
From: cabbie@chinet.UUCP (Richard Andrews)
Newsgroups: net.micro.atari8
Subject: PBI protocol
Message-ID: <669@chinet.UUCP>
Date: Fri, 24-Oct-86 01:03:38 EDT
Article-I.D.: chinet.669
Posted: Fri Oct 24 01:03:38 1986
Date-Received: Sat, 25-Oct-86 01:33:32 EDT
Reply-To: cabbie@chinet.UUCP (Richard Andrews)

Organization: chinet, Public Access UN*X, Chicago IL
Lines: 338
Keywords: 1090, 1450XL, PBI bus protocol

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This is the description for the 1090 expansion box of which a few got out of Atari's warehouse. It does explain in further detail the parallel bus protocol. The hardware specifications have been omitted They specified such things as "contact fingers shall be plated with nickel of the low stress type, Class II per federal specification....."ad nausem. Enjoy!

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(edited)
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RESET'	12	11	AC
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BPHASE2	20	19	A14
GND	22	21	A13
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Reserved	26	25	A11
Reserved	28	27	A10
Reserved	30	29	A9
DBUFSEL'	32	31	A8
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D4	40	39	A4
D3	42	41	A3
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+12V 50 49 COMPGNDRET

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1) The interface between the E.B.D. and the CPU is defined through the handler/OS resident is the OS ROM. The OS can support 8 devices at one time with only one enabled during any given interval.

2) Every E.B.D. has a unique handler that resides in the CPU memory from $D800-$DFFF. The ROMs containing the code for these handlers are physically resident on the respective E.B.D.s. To access this handler, the math pack must be disabled with MPD. When the Math pack is disabled (this should happen whenever the E.B.D. is selected and has an external handler) the computer will generate EXTENB for the math pack area. The E.B.D. must then generate the correct EXTENB/EXTSEL protocol. If the device does not generate EXTSEL the CPU will access (in the 64K computers) an unused area of RAM. This area should not be used since all computers of this series do not have that area of RAM.

3) The location $D1FF in the CPU memory map is reserved for passing control information between the CPU and the E.B.D.'s. The CPU selects one of the devices by writing a "1" into the desired bit in location $D1FF. The device can be deselected by writing a "0" into the desired bit. The CPU can access 8 devices, but only one of the devices may be active at a time. If the IRQ line is pulled low the CPU can read status for location $DIFF and locate the requesting E.B.D. If the bit is a "0" the device has not caused the interrupt. The E.B.D. must clear the interrupt flag when the interrupt is being serviced.

4) An E.B.D. should assert MPD only when it is selected. An E.B.D. should assert EXTSEL only when it is selected and if EXTENB is asserted.

5) An E.B.D. may respond to any selects D0 through D7. It is recommended that the E.B.D's have configuration switches to allow them to respond to any one of the selects. Some of the computer systems use the E.B.I. to support internal devices; therefore the user should check each manual for device locations. If the system has devices in specific locations, those are reserved in that computer. (1450 modem and speech synthesizer)

6) An E.B.D. handler may respond to addresses in the region $D800-$DFFF only when it is selected.

7) A peripheral may respond to addresses in the region $D100-$D1AF only when selected.

8) The E.B.D.'s will have priority over the SIO peripherials when they are addressed generically.

9) The CPU address space from $D600 TO $D7FF is reserved for E.B.I. devices as follows:

Device	Range	Size
D0	$D600-$D61F	32 bytes
	$D620-$D63F	Rerserved (modems)
D1	$D640-$D67F	64 bytes
D2	$D680-$D6BF	64 bytes
D3	$D6C0-$D6FF	64 bytes
D4	$D700-$D73F	64 bytes
D5	$D740-$D77F	64 bytes
D6	$D780-$D7BF	64 bytes
D7	$D7C0-$D7FF	64 bytes

The 800XL will not provide CPU RAM in this address space. The 600XL has no internal RAM in this address space. The 1450XL does allow access to internal RAM in this address space. E.B.D.'s should provide this RAM on the E.B.D. or be restricted for use only on the 1450XL.

RAM 64KMR

The RAM 64KMR module is designed to be used in the expansion box. However, it does not completly adhere to the E.B.I. protocol since it will allow RAM to be selected in liew of the OS.(when used in the 1064 mode)

RESERVED MEMORY LOCATIONS

The memory space from $D100 to $D1AF is available for use by most applications. This space should be used by a device with the device select bit enabling it's use. If the device select bit is not used, there is potential bus conflict between E.B.D.'s. The remainder of the I/O space between $D1B0 and $D1FF is mapped as follows:

$D1B0-D1C7	Speech/Modem/Disk Registers
$D1C8-$D1CE	Atari Reserved
$D1CF	Alternate Interrupt Register (1450 only)
$D1D0-$D1DF	Audio Registers
$D1E0-$D1E7	Atari Reserved
$D1E8-$D1EF	Parrallel/Serial Registers
$D1F0-$D1F7	Alternate CPU Registers
$D1F8-$D1FD	80 Column Video Registers
$D1FE	RAM Bank select Registers
$D1FF	E.B.D. Select/Interrupt Register

<EOF>

Here line eater....eat THIS!

From 8375228896412721226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,66fab4aeee5c4610,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-24 15:21:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!rutgers!sri-spam!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!
jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: First impressions of CDY's new OmniCom VT100 emulator.
Message-ID: <8610221913.AA16387@mitre-bedford.ARPA>
Date: Fri, 24-Oct-86 18:21:55 EDT
Article-I.D.: mitre-be.8610221913.AA16387
Posted: Fri Oct 24 18:21:55 1986
Date-Received: Sat, 25-Oct-86 07:19:18 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 52

Hot off the presses! Last night I just got CDY's OmniCom VT100 emulator up
and running, and it is a delight to use. I have used VT10SQ, which has been
around awhile as a Public Domain VT100 emulator, and while it is useable,
CDY's new implementation runs circles around it in convenience. Specifically,
OmniCom currently supports

1. kermit file transfers (supported on many hosts)

2. xmodem file transfers (supported on many BBS and some large hosts too)

3. single-keystroke emulation of the VT100 keypad!!! The SELECT key is used to change the keyboard over to keypad mode, so you can type repeated cursor moves, etc., as single keystrokes rather than ESC-this and ESC-that as required with VT10SQ.

According to David Young, proprietor of CDY Consulting, the final version of OmniCom will also support capture of incoming data to a file and transmission from a file, which will permit transfers to and from most other systems even if they don't support kermit or xmodem.

OmniCom is extremely user friendly with regard to allowing you to re-program any key to send either a single hex character or a macro. It leads you through the process so you quite literally don't need a manual to use it; all you have to remember is that the OPTION key calls up the options menu, and the prompts do the rest. You can even re-program the KEYPAD for special applications!

Having used CDY's OmniWriter word processor for a number of months, I am not surprised to find OmniCom such a nice product, but nevertheless I am very pleased to FINALLY have a VT100 emulator for my XL which makes it every bit as convenient to use as my "real" vt100 at work, a

From -8952519791332776584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,705a0db9f1affe60
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,705a0db9f1affe60
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-24 18:24:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!utcs!utcsscb!pete
From: pete@utcsscb.UUCP
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Ataris At Work
Message-ID: <429@utcsscb.UUCP>
Date: Fri, 24-Oct-86 20:24:12 EST
Article-I.D.: utcsscb.429
Posted: Fri Oct 24 20:24:12 1986
Date-Received: Mon, 27-Oct-86 20:03:21 EST
References: <1128@tekigm2.UUCP> <405@uwmacc.UUCP>
Reply-To: pete@utcsscb.UUCP (Peter Santangeli)
Organization: Univ. of Toronto - Scarborough Campus "B" VAX
Lines: 36
Xref: utcs net.micro.atari8:519 net.micro.atari16:2783
Summary:

>And speaking of software, the IBM has just about every micro I know about
>beat cold in both public domain software and commercial software, in both
>quality and quantity. That may be only because of the perceived usage of
>the respective machines, but frankly, I would not even *think* of trying

Come on! Thats an AWFULLY BIG statement!
I agree that the PC has a LOT of public domain software (quantity) but I
bet it would STILL lose to CP/M in the quantity department. CP/M was
developed and nutured on PD stuff.
I certainly don't agree that it beats the MacIntosh in the quality
department. I will admit that this has a lot to do with the Mac user
interface. But in both commercial and public domain software, I would say
that the Mac has the PC beat hands down. (Especially in terms of USEABILTY).

>expressed), but it's a plain and simple fact that the 8-bit microprocessor
>is nowhere near the present state of the art in cheap microcomputing.
>For some uses, the 8-bit micros can perform as well as the owner of the
>machine wants or expects it too; however, I personally could not tolerate
>using most of today's 8-bit offerings for the kind of things I do, both
>here at the office and while "playing" at home.
>]]

This is another BIG statement. I always love hearing from PC users bragging
about there 16 bit machines. It remains a fact that ALL software designed
for the PC is designed to be able to run on the original PC using the 8088.
It is also a fact that INTEL(!) describes the 8088 as an 8(!!) bit processor
with some 16 bit facilities. Even the Z80 (8 bit and proud) can do 16 bit
math. - No I'm not an 8 bit user (anymore. I have a 1040ST), but I refuse
to be blind to 8 bit processors

Pete Santangeli
BIX:psantangeli
USENET:pete@utcsscb.UUCP

From 4909015998318735311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,705a0db9f1affe60
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,705a0db9f1affe60
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-25 10:37:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!rutgers!sri-spam!sri-unix!hplabs!tektronix!tekgen!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Ataris At Work
Message-ID: <1142@tekigm2.UUCP>
Date: Sat, 25-Oct-86 12:37:31 EST
Article-I.D.: tekigm2.1142

Posted: Sat Oct 25 12:37:31 1986
Date-Received: Mon, 27-Oct-86 00:34:06 EST
References: <1128@tekigm2.UUCP> <405@uwmacc.UUCP>
Organization: Tektronix Inc., Beaverton, Or.
Lines: 121
Xref: watmath net.micro.atari8:531 net.micro.atari16:2803

In article <405@uwmacc.UUCP>, oyster@uwmacc.UUCP (Vicarious Oyster) writes:
> In article <1128@tekigm2.UUCP> wrd@tekigm2.UUCP (Bill Dippert) writes:
> >From the sounds of recent messages, I am not the only one who would rather be
> >using an Atari at work rather then an IBM. Whether a ST or a XE/XL is, I
> >think, a moot point.
>
>   I don't think it's such a moot point.
>
>
>   As a workstation, the 8-bit Atari lacks one thing that is essential: 80
> characters per line. Unless things have changed since I bought an 8-bit
> Atari, you still need to get "a special card." Color is nice (I don't like
> doing without it), but that's just icing on the cake for a workstation.
You have two choices here: one buy the new XEP80 80 column adapter device or two, buy software that allows 80/132 wide screens (with horizontal scrolling). Admittedly horizontal scrolling is the pits but it beats 80 columns interlaced into 38 columns.
>   But what about the capabilities as a microcomputer, you ask? Well, the
> IBM has the 8-bit beat here, too. Say you want to hook a standard printer
> up to your 1200XL; what do you do? Call mail-order place after mail-order
> place, trying to find somebody who knows what kind of cable you need; then
> pay $59.95, only to discover that the 1200XL is different somehow than the
> rest of Atari's 8-bit machines, so you have to go through the whole cycle
> again. Oh, and what about a modem-- you know, a standard Hayes-compatible.
While I was no getting into modems, I will admit that you need an 850 interface for almost anything, be it modem or printer. (Or another 850 equivalent--except that Atari is providing an RS232 port on the new XEP80 for printer or whatever. And trying to find cables to connect a IBM into anything as simple as a Epson printer can be just as much a pain. I have an easier time locating Atari cables then IBM cables unless I go to mailorder.
> Well, you can spend another $59.95 for a gizmo that you stick in the
> joystick ports, but you need to use the software that comes with the gizmo.
> And speaking of software, the IBM has just about every micro I know about
> beat cold in both public domain software and commercial software, in both
> quality and quantity. That may be only because of the perceived usage of
> the respective machines, but frankly, I would not even *think* of trying
> to market a serious program for the 8-bit Atari, if only because of what
> I know about the, um, "habits" of local Atari users with regard to software
> piracy.
I think that there is as much public domain software out there for the Atari 8 bitter as there is for IBM. And the software that you buy at the dealer (read: commercial software) is a heck of a lot cheaper for Atari then IBM. Although they are getting closer! Atariwriter+ costs $49.95, pfs:write costs $89.99.
> There's a guy who gets pissed when, for example, Analog states
> that there isn't much Atari software because of piracy, but who has a
I agree that piracy is deplorable, but I doubt that anyone does not have some

pirated software. My feeling is that if it is still available at the dealer, then you should pay for it. (Dealer being anything from your local computer store, to mailorder, to the publisher of the software). But, and this is a big but, if it no longer is available anywhere legitimately, then I will used a socalled "pirated" copy. This generally applies to games, as they seem to be the most pirated software. I don't think that I have ever seen real useful software pirated (ala Syncalc, SynFile, etc.), these are currently available and are reasonably priced so there is no incentive to pirate them. Or am I being undully naive?
>
>   However, after all that, I'd much rather have an ST on my desk. It
> solves all the terribly frustrating connectivity problems I had with my
> 1200XL, has (or at least had) an *extremely* crisp 80-column color monitor,
> and has software and hardware capabilities unquestionably more sophisticated
> than the 8-bit line.
I am glad that you like the ST line, personally I hate mice and windows with a passion. But admittedly the ST line is fairly well thought out line. It should get more software as time goes on. And you have to admit that the 1200XL was an aberrition. I have two of them as well as my 800XL and my 130XE. So I have had experience with them -- I have never had any software that I could not use on all four machines, albeit some on the 800XL requires the translator disk and more on the 1200XL require it. Apparenly the 130XE OS has been corrected as it seems to take software that the XL's require the translator for. Two of the machines (800XL and one of the 1200XL s) have had the Newell 256k upgrades installed. For all practical purposes, they are the equivalent of the 130XE now, except that they still sometimes require the translator disk. Example: the new Atari Planetarium program (which I recently purchased) will load up on all of the machines. The 1200XLE requires the translator, the 800XLE does not. However, during the time that the program is calculating, the 130XE shows the correct screen , the XLE's show gibberish. Apparently the Planetarium program uses a different form of bank selection or something.

At anyrate, getting back to my original discussion: I have purchased AW+, SynCalc, SynFile, SynGraph, etc. and they would suit my "business" needs just as well as the software I have at work for my IBM-XT. Maybe I don't have quite the memory available, but it is adequate for what I need. There is even a form of CAD available now for the XE (albeit somewhat crude). So I say that the XL/XE series are just as useful in business as the ST (unless you really need the .5 -- 1 Meg of memory). [And the 130XE can be pumped up to 1 MEG if you need it!]

> Short digression: Owners of 8-bit machines can take that as snobbery
> if they wish (somebody always does, regardless of how tactfully it's
> expressed), but it's a plain and simple fact that the 8-bit microprocessor
> is nowhere near the present state of the art in cheap microcomputing.
> For some uses, the 8-bit micros can perform as well as the owner of the
> machine wants or expects it too; however, I personally could not tolerate
> using most of today's 8-bit offerings for the kind of things I do, both
> here at the office and while "playing" at home.
Not snobbery, but your only advantage is memory and possible IBM compatibility.
> And now, back to the ST:

>   It still doesn't have as much good, cheap software as the IBM PC (unless
> somebody can show me an emulation/communications program as good and
> cheap as ProComm), but it's got enough already to do most of what I do
> every day, it's cheaper, and I like the environment better (using
> Micro C-Shell, not the standard GEM desktop). If Atari could afford to
> provide a bit of IBM-style support, it would be an ideal machine. Instead,
> it's "merely" the best thing around in terms of cheap home computing.
> Unfortunately, my superiors don't want to believe it, so I'm using this
> XT. As you so eloquently stated above: Arghh!
Having never used C or Pascal or Action! I cannot testify to the usefulness of
the 8bitter machines, but these languages are available for the XL/XE's.

> - Joel Plutchak, former 1200XL owner
>   uucp: {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster
>   ARPA: oyster@unix.macc.wisc.edu
>
> Can you say "opinion"? I *knew* you could!

   - Bill Dippert, current owner of 130XE/800XLE/1200XLE/1200XL
     uucp: tektronix!tekigm2!wrd

Just the facts, ma'am, just the facts. (Jack Friday, Dragnet)

From 1572537552857878633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13ba0e,c00d53085dfa5e28,start
X-Google-Attributes: gid13ba0e,public
X-Google-Thread: f9532,c00d53085dfa5e28,start
X-Google-Attributes: gidf9532,public
X-Google-Thread: 129c11,c00d53085dfa5e28,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12c65a,c00d53085dfa5e28,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 15c82e,c00d53085dfa5e28,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,c00d53085dfa5e28,start
X-Google-Attributes: gid140593,public
X-Google-Thread: 142096,c00d53085dfa5e28,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-10-26 10:21:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!sri-spam!sri-unix!hplabs!tektronix!uw-beaver!
ubc-vision!alberta!cavell!gail
From: gail@cavell.UUCP
Newsgroups:
net.micro.cbm,misc.wanted,net.micro,net.micro.amiga,net.micro.atari8,net.micro.ata
ri16,net.periphs
Subject: Wanted (Alive): Commodore 1541 disk drive.
Message-ID: <947@cavell.UUCP>
Date: Sun, 26-Oct-86 13:21:55 EST
Article-I.D.: cavell.947
Posted: Sun Oct 26 13:21:55 1986

Date-Received: Mon, 27-Oct-86 22:24:33 EST
Organization: U. of Alberta, Edmonton, AB
Lines: 16
Keywords: Sell that dusty old thing.
Xref: mnetor net.micro.cbm:1412 misc.wanted:102 net.micro:6320
net.micro.amiga:5484 net.micro.atari8:519 net.micro.atari16:2769 net.periphs:585

If you have upgraded to a better system, and have an old 1541 disk drive
lying around (or if you know of someone who does), I would like to buy
the drive from you.

If the drive has been serviced to permanently avoid the famous
"head knock disalignment" problem, all the better.

The cable and power cord are essential, I need them both.

I will pay shipping - reply with your selling price either by email, or
write:

            Disk Drive
            #6, 10755 81 Avenue,
            Edmonton, Alberta
            T6E 1Y2

From 2301131102296114527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5de70fe68fd996ec,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-27 06:18:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: Antic Catalog
Message-ID: <6530@topaz.RUTGERS.EDU>
Date: Mon, 27-Oct-86 09:18:56 EST
Article-I.D.: topaz.6530
Posted: Mon Oct 27 09:18:56 1986
Date-Received: Mon, 27-Oct-86 22:17:06 EST
References: <115@houligan.UUCP>
Distribution: net.micro.atari16
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 6
Cc: appelbau

I have had problems with Antic too. I ordered a book from them on
Sept 17th, the check was cashed on 9/24 now it's 10/27 and no book!!!
--
Marc L. Appelbaum
Arpa: appelbaum@blue.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbaum

From 4291101759054051692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,705a0db9f1affe60
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,705a0db9f1affe60
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-27 10:32:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!uwvax!uwmacc!demillo
From: demillo@uwmacc.UUCP (Rob DeMillo)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Ataris At Work
Message-ID: <423@uwmacc.UUCP>
Date: Mon, 27-Oct-86 13:32:23 EST
Article-I.D.: uwmacc.423
Posted: Mon Oct 27 13:32:23 1986
Date-Received: Mon, 27-Oct-86 22:30:37 EST
References: <1128@tekigm2.UUCP> <405@uwmacc.UUCP> <1142@tekigm2.UUCP>
Reply-To: demillo@uwmacc.UUCP (Rob DeMillo)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 144
Xref: mnetor net.micro.atari8:520 net.micro.atari16:2770

In article <1142@tekigm2.UUCP> wrd@tekigm2.UUCP (Bill Dippert) writes:
>In article <405@uwmacc.UUCP>, oyster@uwmacc.UUCP (Vicarious Oyster) writes:
>> In article <1128@tekigm2.UUCP> wrd@tekigm2.UUCP (Bill Dippert) writes:
>> >From the sounds of recent messages, I am not the only one who would rather be
>> >using an Atari at work rather then an IBM. Whether a ST or a XE/XL is, I
>> >think, a moot point.
>>
>>   I don't think it's such a moot point.
>>
>>
>>   As a workstation, the 8-bit Atari lacks one thing that is essential: 80
>> characters per line. Unless things have changed since I bought an 8-bit
>> Atari, you still need to get "a special card." Color is nice (I don't like
>> doing without it), but that's just icing on the cake for a workstation.
>You have two choices here: one buy the new XEP80 80 column adapter device or
>two, buy software that allows 80/132 wide screens (with horizontal scrolling).

You just destroyed your original argument: that IBM's were bad things because
you had to buy add-ons all the time, and that you didn't have to do that
for Atari 8 bit machines...

>>   But what about the capabilities as a microcomputer, you ask? Well, the
>> IBM has the 8-bit beat here, too. Say you want to hook a standard printer
>> up to your 1200XL; what do you do? Call mail-order place after mail-order
>> place, trying to find somebody who knows what kind of cable you need; then
>> pay $59.95, only to discover that the 1200XL is different somehow than the
>> rest of Atari's 8-bit machines, so you have to go through the whole cycle
>> again.

>While I was no getting into modems, I will admit that you need an 850 interface
>for almost anything, be it modem or printer. (Or another 850
>equivalent--except that Atari is providing an RS232 port on the new XEP80 for
>printer or whatever.

And how many companies do you think make/support serial (RS232) printers
as opposed to Centronix style parallel printers...?

>And trying to find cables to connect a IBM into anything
>as simple as a Epson printer can be just as much a pain. I have an easier time
>locating Atari cables then IBM cables unless I go to mailorder.

Are you serious? The Centronix parallel cable with a DB25 connector has
got to be *the* most common cabling connection available...

>> And speaking of software, the IBM has just about every micro I know about
>> beat cold in both public domain software and commercial software, in both
>> quality and quantity. That may be only because of the perceived usage of
>> the respective machines, but frankly, I would not even *think* of trying
>> to market a serious program for the 8-bit Atari, if only because of what
>> I know about the, um, "habits" of local Atari users with regard to software
>> piracy.
>I think that there is as much public domain software out there for the Atari 8
>bitter as there is for IBM.

...um, again, I ask: are you serious? Atari 8 bits may have a lot of software,
but nowhere near the about IBM PC/XTs do. There is a book published that lists
useable PD software for the IBM, sources, and where to find it. It is 1210
pages of very, very tiny print...

> And the software that you buy at the dealer (read:
>commercial software) is a heck of a lot cheaper for Atari then IBM. Although
>they are getting closer!

Well, that's true. IBM software has always been *way* out of line, because
IBM knows there are a lot of niave people (and business people) who will,
and have been, pay for it.

>> There's a guy who gets pissed when, for example, Analog states
>> that there isn't much Atari software because of piracy, but who has a
>I agree that piracy is deplorable, but I doubt that anyone does not have some
>pirated software.

...excuse me?

> My feeling is that if it is still available at the dealer,
>then you should pay for it. (Dealer being anything from your local computer
>store, to mailorder, to the publisher of the software). But, and this is a big
>but, if it no longer is available anywhere legitimately, then I will used a
>socalled "pirated" copy.

Yea, and if I want out-of-print books, I usually rip them off from
the library, rather than looking for them in used book stores...

> This generally applies to games, as they seem to be
>the most pirated software. I don't think that I have ever seen real useful
>software pirated (ala Syncalc, SynFile, etc.), these are currently available
>and are reasonably priced so there is no incentive to pirate them. Or am I
>being undully naive?

You are undully niave...

>
>At anyrate, getting back to my original discussion: I have purchased AW+,
>SynCalc, SynFile, SynGraph, etc. and they would suit my "business" needs just
>as well as the software I have at work for my IBM-XT. Maybe I don't have quite
>the memory available, but it is adequate for what I need. There is even a form
>of CAD available now for the XE (albeit somewhat crude). So I say that the
>XL/XE series are just as useful in business as the ST (unless you really need
>the .5 -- 1 Meg of memory). [And the 130XE can be pumped up to 1 MEG if you
>need it!]

Give me a break! So, try writing/using something where machine precision
counts...it should be, for instance, relatively easy for an 8-bit computer
to miss connecting the lines of a triangle, because the calculation had
a huge precision error in it. Or, in large business applications, how much of
a spread sheet do you think you could fit into 64K or 128K? The real world
has more uses for a computer than balancing checkbooks...

>
>> Short digression: Owners of 8-bit machines can take that as snobbery
>> if they wish (somebody always does, regardless of how tactfully it's
>> expressed), but it's a plain and simple fact that the 8-bit microprocessor
>> is nowhere near the present state of the art in cheap microcomputing.
>> For some uses, the 8-bit micros can perform as well as the owner of the
>> machine wants or expects it too; however, I personally could not tolerate
>> using most of today's 8-bit offerings for the kind of things I do, both
>> here at the office and while "playing" at home.
>Not snobbery, but your only advantage is memory and possible IBM
>compatibility.

...sigh...

Don't get me wrong, but I have both an IBM XT and an Atari ST. The ST is
superior to the XT (even though I have the XT "suped-up") in almost
every way, shape and form. But if you believe that any 8 bit machine
is every bit as useable as a 16 bit machine, you must not use the machine
for anything more than hobby computing...

...and if that sounds snobbish, I apologize...but I think, per chance, that
it is true...

--
--- Rob DeMillo

Madison Academic Computer Center

usenet: {ihnp4,harvard,seismo,topaz,decvax}!uwvax!uwmacc!demillo
ARPA: demillo@unix.macc.wisc.edu   (now isn't that easier?)

"I am not so sure
 what you want me for!   'War Games'
 Either your machine is a   - Crosby, Stills and Nash
 fool, or me..."

From -1055789845421220409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,66fab4aeee5c4610
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-27 13:48:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ihnp4!inuxc!inuxd!tncar
From: tncar@inuxd.UUCP (Tim Comerford)
Newsgroups: net.micro.atari8
Subject: Re: First impressions of CDY's new OmniCom VT100 emulator.
Message-ID: <951@inuxd.UUCP>
Date: Mon, 27-Oct-86 16:48:30 EST
Article-I.D.: inuxd.951
Posted: Mon Oct 27 16:48:30 1986
Date-Received: Tue, 28-Oct-86 03:15:27 EST
References: <8610221913.AA16387@mitre-bedford.ARPA>
Organization: AT&T Consumer Products, Indianapolis
Lines: 21

> Hot off the presses! Last night I just got CDY's OmniCom VT100 emulator up
> and running, and it is a delight to use. I have used VT10SQ, which has been
> around awhile as a Public Domain VT100 emulator, and while it is useable,
> CDY's new implementation runs circles around it in convenience.
****

I to have just begun to use CDY's OmniCom VT100 and I am very
pleased with its performance. I appreciate the personality
file that can be stored so the program boots up in the form
you want (baud rate, screen color, special key definitions).

The only problem I know of right now is the BREAK operation
the comes with the program. I do most of my work on a
UNIX based VAX machine. When I use the OPTION-Break feature
the system does not reconize the break. A minor problem.

Thank you David Young.

Tim Comerford
AT&T Consumer Products
Indianapolis, IN

From 6590830149452886663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,5d850aaa99603693,start
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,5d850aaa99603693,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-27 16:38:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Antic Catalog - An Apology
Message-ID: <6555@topaz.RUTGERS.EDU>
Date: Mon, 27-Oct-86 19:38:18 EST
Article-I.D.: topaz.6555
Posted: Mon Oct 27 19:38:18 1986
Date-Received: Mon, 27-Oct-86 23:32:24 EST
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 12
Xref: mnetor net.micro.atari8:522 net.micro.atari16:2777
Cc: appelbau

Right after I flamed at Antic, my package arived with a letter from
their customer service manager apologizing for the delay. Enclosed
with the letter was a gift certificate for $10.00 towards the purchase
of any AP or ST software from the catalog!

I guess Antic really does care about their customers.

--
Marc L. Appelbaum
Arpa: appelbaum@blue.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbaum

From 5990763671949886799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7d64f08c923ef8f9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-27 17:34:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!clyde!cbatt!ihnp4!chinet!cabbie
From: cabbie@chinet.UUCP (Richard Andrews)
Newsgroups: net.micro.atari8
Subject: rs-232 mod
Message-ID: <691@chinet.UUCP>
Date: Mon, 27-Oct-86 20:34:38 EST
Article-I.D.: chinet.691
Posted: Mon Oct 27 20:34:38 1986
Date-Received: Tue, 28-Oct-86 23:18:50 EST

Sender: randy@chinet.UUCP
Reply-To: cabbie@chinet.UUCP (Richard Andrews)
Organization: chinet, Public Access UN*X, Chicago IL
Lines: 12

Since my first posting I have received a lot of mail to go ahead with the project. Is there anyone out there who might have the time to devote to writing some of the low level device handlers, etc? I propose that the handler emulate all of the existing 850 commands. I tall order, I admit, but it should be worth it as the 850 does not really handle speeds higher that 2400 baud too well. Any other ideas or suggestions?

Rich Andrews
...ihnp4!chinet!cabbie

From -6069978559198910295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a015516e4bf770ef,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-28 07:24:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!clyde!cbatt!ihnp4!houxm!houxv!gcl
From: gcl@houxv.UUCP (G.LAYBURN)
Newsgroups: net.micro.atari8
Subject: Need KERMIT
Message-ID: <496@houxv.UUCP>
Date: Tue, 28-Oct-86 10:24:10 EST
Article-I.D.: houxv.496
Posted: Tue Oct 28 10:24:10 1986
Date-Received: Tue, 28-Oct-86 23:18:31 EST
Organization: AT&T Information Systems, Holmdel NJ
Lines: 8

If anyone has a copy of Kermit(or any other communications program) for the atari 800, please send me a mail address and I will send you a floppy disc.

Thanks in Advance
George Layburn (201)949-4534

From -7449937984576903523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,705a0db9f1affe60
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-28 07:26:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Path: utzoo!mnetor!seismo!rutgers!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Ataris At Work
Message-ID: <8610281456.AA13461@mitre-bedford.ARPA>
Date: Tue, 28-Oct-86 10:26:54 EST
Article-I.D.: mitre-be.8610281456.AA13461
Posted: Tue Oct 28 10:26:54 1986
Date-Received: Tue, 28-Oct-86 21:14:45 EST
References: <423@uwmacc.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 13

...Of course the IBM PC and XT are also 8-bit machines, though their
processor, like the 6809 of the Radio Shack Color Computer, provides some
support for 16-bit results.

The 68000 is a "true" 16-bit machine, with support for 32-bit results, as is
the 80286.

So it's no wonder the ST is more comparable to an AT than to a plain PC.

-John Sangster
jhs@mitre-bedford.arpa

(I really should post this on the IBM-PC-Lovers' net!)

From 3344712804107470682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a015516e4bf770ef
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 05:18:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!rutgers!clyde!bellcore!motown!mergvax!rfpcs
From: rfpcs@mergvax.UUCP (Rich Filandro)
Newsgroups: net.micro.atari8
Subject: Re: Need KERMIT
Message-ID: <115@mergvax.UUCP>
Date: Wed, 29-Oct-86 08:18:54 EST
Article-I.D.: mergvax.115
Posted: Wed Oct 29 08:18:54 1986
Date-Received: Thu, 30-Oct-86 22:27:41 EST
References: <496@houxv.UUCP>
Organization: Allied - Linotype, Hauppauge NY
Lines: 13

>
>
>
> If anyone has a copy of Kermit(or any other communications program) for
> the atari 800, please send me a mail address and I will send you a floppy disc.

>
>   Thanks in Advance
>   George Layburn (201)949-4534

I also would love a copy of this program and will provide the disk as well.

                   Thanx
                   Rich Filandro (516)434-2694

From -105467789782999900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d2581ff6f20a9efe,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 07:53:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!rutgers!clyde!bellcore!motown!mergvax!rfpcs
From: rfpcs@mergvax.UUCP (Rich Filandro)
Newsgroups: net.micro.atari8
Subject: Comments on happy drives
Message-ID: <116@mergvax.UUCP>
Date: Wed, 29-Oct-86 10:53:46 EST
Article-I.D.: mergvax.116
Posted: Wed Oct 29 10:53:46 1986
Date-Received: Thu, 30-Oct-86 22:27:56 EST
Distribution: net
Organization: Allied - Linotype, Hauppauge NY
Lines: 9

I have a 130XE and am considering purchasing the new rev 7 happy modification
for my 1050 drive. I'd like to hear from the net on goods and bads for this
newest revision from Happy Computing. Would I be better off with something
else, say the duplicator??!? I await your response.
PS
     I and my company are new users of the net and I look forward to
it's use.
                   Thanx
                   Rich Filandro

From -2222129078337626211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 129c11,16aeae3c745e37ea,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15c82e,16aeae3c745e37ea,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,16aeae3c745e37ea,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-29 09:16:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!sri-spam!sri-unix!hplabs!tektronix!tekgen!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)

Newsgroups: net.micro.atari8,net.micro.atari16,net.micro
Subject: Atari At Work
Message-ID: <1157@tekigm2.UUCP>
Date: Wed, 29-Oct-86 12:16:16 EST
Article-I.D.: tekigm2.1157
Posted: Wed Oct 29 12:16:16 1986
Date-Received: Thu, 30-Oct-86 22:42:24 EST
Organization: Tektronix Inc., Beaverton, Or.
Lines: 36
Keywords: Omniview, XEP80
Xref: mnetor net.micro.atari8:534 net.micro.atari16:2824 net.micro:6334

I was called to task for not mentioning OMNIVIEW. OMNIVIEW has been available for a couple of years and works with 3 wordprocessors: Atariwriter Plus, OmniWriter and Letter Perfect and a database: Data Perfect and a new communications program: OmniCom. OMNIVIEW is distributed by CDY (David Young) and is a true 80 column adaptation for the Atari 8 bit machines. Furthermore I was informed that John Scrutch of Atari has made the statement that the XEP80 Atari 80 column board/device will not make it out by Christmas (apparently when originally announced last June, they stated it would be out by October). This last sounds strange to me (would Neil @ Atari care to comment?) as I saw a working model at the Atari exhibition here in Portland earlier this month. The indications that I had then was that it would be out soon. Not being able to take the box apart, I was not able to see the state of the circuit board, it may have been an early prototype. The mechanical aspect of it was production quality (case, cables, etc.).

Secondly, before I get many more blasts, I use both my Atari 8 bit machines and my IBM XT primarily for wordprocessing, secondarily for telecommunications and thirdly for spreadsheets. For both wordprocessing and telecommunications, the Atari is equal to or better than the XT. For the amount of spreadsheets that I use, the Atari is just as good as the XT, but I don't create spreadsheets nine yards wide with an infinite amount of forulas, etc. I still maintain that for general office type work (i.e. wordprocessing and light spreadsheeting) that the Atari 8 bit is as good as the XT. (Have you ever looked at the lettering that a color monitor IBM gives out? Huge letters with many layers of bland pixels!) The letters that Atarwriter Plus may be a little crude, but they are as readable as the XT, IN MY OPINION! I have not personally seen OMNIVIEW letters so cannot comment, I have seen Letter Perfect and PaperClip and they are all as legible or better then the XT color letters.

If you are extensively into programming (in c or other) then probably most of the comments that I hear are correct, the ST outperforms both IBM and Atari 8 bit machines. Certainly the ST is superior to the 8 bit for CAD. If we are going to get into a general micro discussion, however, I agree that we should switch to net.micro.

--Bill Dippert--

From -945224262125719437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 129c11,16aeae3c745e37ea

X-Google-Attributes: gid129c11,public
X-Google-Thread: 140593,16aeae3c745e37ea
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,16aeae3c745e37ea
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 09:19:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!sri-spam!sri-unix!hplabs!tektronix!tekgen!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8,net.micro.atari16,net.micro
Subject: Re: Atari At Work
Message-ID: <1158@tekigm2.UUCP>
Date: Wed, 29-Oct-86 12:19:46 EST
Article-I.D.: tekigm2.1158
Posted: Wed Oct 29 12:19:46 1986
Date-Received: Thu, 30-Oct-86 22:42:52 EST
References: <1157@tekigm2.UUCP>
Organization: Tektronix Inc., Beaverton, Or.
Lines: 6
Keywords: Omniview, XEP80
Xref: mnetor net.micro.atari8:535 net.micro.atari16:2825 net.micro:6335

Sorry, make that "blank" pixels -- anyone who has ever used an IBM color
monitor will know what I am talking about. All Atari (ST and X-) are
infinitely better when it comes to screen graphics (alpha numeric or other).

--Bill Dippert--

From -4537182503023745099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,705a0db9f1affe60
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,705a0db9f1affe60
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 11:10:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!sri-spam!sri-unix!hplabs!tektronix!tekgen!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Ataris At Work
Message-ID: <1159@tekigm2.UUCP>
Date: Wed, 29-Oct-86 14:10:40 EST
Article-I.D.: tekigm2.1159
Posted: Wed Oct 29 14:10:40 1986
Date-Received: Thu, 30-Oct-86 22:43:17 EST
References: <1128@tekigm2.UUCP> <405@uwmacc.UUCP> <1142@tekigm2.UUCP>
<423@uwmacc.UUCP>
Organization: Tektronix Inc., Beaverton, Or.
Lines: 121

Xref: mnetor net.micro.atari8:536 net.micro.atari16:2826

In article <423@uwmacc.UUCP>, demillo@uwmacc.UUCP (Rob DeMillo) writes:
===>Much deleted from Rob's previous posting<===
> You just destroyed your original argument: that IBM's were bad things because
> you had to buy add-ons all the time, and that you didn't have to do that
> for Atari 8 bit machines...
>
Maybe I was not as clear as I should have been, yes, sometimes you have to buy add-ons for an Atari, or a Commodore or an IBM, etc. (Read open architecture or whatever you want to call it.) Add-ons for Atari are merely cable plugins for the most part. They usually do not involve taking your computer apart to add boards, flip dip switches, etc. Granted the early 400/800 was an exception -- but it was a true open architecture and for the most part all you did was add boards. What I was trying to say was that for the most part what I either had built in in my Atari or could add with a cable type plug in unit, is not true with the IBM XT that I use at work. The IBM requires not only that I add new cards but also that I often must reconfigure it either thru software or more often thru dip switches. Have you ever tried to figure out first of all where the damn dip switches are, secondly which one dip switch you want and thirdly which switch on the dip switch needs to be off and which ones need to be on? Believe me, it's a pain in the ***.
> >> But what about the capabilities as a microcomputer, you ask? Well, the
> >> IBM has the 8-bit beat here, too. Say you want to hook a standard printer
> >> up to your 1200XL; what do you do? Call mail-order place after mail-order
> >> place, trying to find somebody who knows what kind of cable you need; then
> >> pay $59.95, only to discover that the 1200XL is different somehow than the
> >> rest of Atari's 8-bit machines, so you have to go through the whole cycle
> >> again.
Cables for the Atari line are available in this area as readily or more readily then for the IBM and there is no difference between the 1200XL and any other Atari as far as cabling goes, the only difference is in the OS.
>
> And how many companies do you think make/support serial (RS232) printers
> as opposed to Centronix style parallel printers...?
This comment loses me, I use a centronix parallel style cable/printer port on my Tek 4107, IBM-XT and all Atari's. Granted for about $150 you can add a board to an Epson to make it serial. What is your point?
>
> Are you serious? The Centronix parallel cable with a DB25 connector has
> got to be *the* most common cabling connection available...
Probably should be, but except for authorized IBM dealers, it is not that common in the Portland area. Admittedly, the most uncommon cable to find is centronix to centronix. Recently tried to obtain 5 of them for some Tek 4107's and ended up having Egghead Software custom make some for us.
>
> >> And speaking of software, the IBM has just about every micro I know about
> >> beat cold in both public domain software and commercial software, in both
> >> quality and quantity. That may be only because of the perceived usage of
> >> the respective machines, but frankly, I would not even *think* of trying
> >> to market a serious program for the 8-bit Atari, if only because of what
> >> I know about the, um, "habits" of local Atari users with regard to software
> >> piracy.

I won't comment on this as more informed persons on the net have already been countering this argument. There is some concern of quantity vs quality, and most User groups have a lot of each (Atari, or IBM user groups).
> ...um, again, I ask: are you serious? Atari 8 bits may have a lot of software,
> but nowhere near the about IBM PC/XTs do. There is a book published that lists
> useable PD software for the IBM, sources, and where to find it. It is 1210
> pages of very, very tiny print...
Again, I only am aware of what the various user groups have available, believe me in the PNW we have a lot of PD software available thru the user groups. land Atari Club, Seattle Puget-Sound Atari Computer Enthusiasts, etc.)
> >I agree that piracy is deplorable, but I doubt that anyone does not have some
> >pirated software.
> ...excuse me?
> Yea, and if I want out-of-print books, I usually rip them off from
> the library, rather than looking for them in used book stores...
I hate to push the issue, but where do you find "used software stores" and isn't it just as illegal to sell software as it is to copy it? I do not go out of my way to obtain illegal software, I try buying it first. In fact I do not ever deliberately obtain illegal software, but I am sure that I have downloaded software from a BBS that was. I just have no idea how to identify it as such. Software does not have a tag saying, this software is illegal copied software. How do you decide that what you have downloaded from a BBS is pirated and should not be used, but erased? My crystal ball does not read software for illegality. And again, I have never heard of pirated business type software, but am aware that many, many games are copied illegally. So I generally stay clear of games, but for my kids, I have downloaded games from BBSs and I have absolutely no idea what is pirated and what is legitimate. None of the game titles are familar from the software that I have seen at my local computer store. So before you get on your soap box about using pirated software, tell me how you figure out what is nice and what is pirated?
>
> Don't get me wrong, but I have both an IBM XT and an Atari ST. The ST is
> superior to the XT (even though I have the XT "suped-up") in almost
> every way, shape and form. But if you believe that any 8 bit machine
> is every bit as useable as a 16 bit machine, you must not use the machine
> for anything more than hobby computing...
>
> ...and if that sounds snobbish, I apologize...but I think, per chance, that
> it is true...
>
> --
>   --- Rob DeMillo
My last comment is that I wish that Rob would go to one of the Atari Computer Faires now being organized on the West Coast (San Jose and Portland have occurred, but more are coming including Seattle). There is a form of Pascal for the 8 bit (Turbo Pascal) that supposedly is a full set (or whatever the term is) and there are CAD programs available now that work, look nice and do not have the mathematical errors in them that Rob seems to think. As for the ST, try looking at Real CADD from Generic Software (what a company name!)--it is exceptional for use on either the IBM or the ST, but the ST is super looking.

One other comment, since when is the IBM PC a 16 bit machine? I always thought of IBM PC (and XT) as being 8 bitters, also. I believe that the IBM AT is a 16

bitter, albeit not a 68000 chip.

--Bill Dippert--
Disclaimer: I do not have stock in Atari, Commodore or IBM, my opinions expressed are my own and do not represent Tektronix, or any computer vendor, manufacturer or supplier. And I definitely support the viewpoint of ADAPSO.

> Madison Academic Computer Center
>
> usenet: {ihnp4,harvard,seismo,topaz,decvax}!uwvax!uwmacc!demillo
> ARPA: demillo@unix.macc.wisc.edu (now isn't that easier?)
>
> ----------
> "I am not so sure
> what you want me for! 'War Games'
> Either your machine is a - Crosby, Stills and Nash
> fool, or me..."

From 7238844833746565843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3bc383b41041cc46,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 11:15:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!nike!ucbcad!ucbvax!LABS-B.BBN.COM!rgenter
From: rgenter@LABS-B.BBN.COM (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Atari 850s
Message-ID: <8610291953.AA20238@ucbvax.berkeley.edu>
Date: Wed, 29-Oct-86 14:15:52 EST
Article-I.D.: ucbvax.8610291953.AA20238
Posted: Wed Oct 29 14:15:52 1986
Date-Received: Wed, 29-Oct-86 22:38:48 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Does anyone know of any mail-order houses selling Atari 850s?
Phone numbers would be appreciated. Thanks in advance.
- Rick

Rick Genter BBN Laboratories Inc.
(617) 497-3848 10 Moulton St. 6/512
rgenter@labs-b.bbn.COM (Internet new) Cambridge, MA 02238
rgenter@bbn-labs-b.ARPA (Internet old) seismo!bbncca!rgenter (UUCP)

From -8096818410518980602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,705a0db9f1affe60
X-Google-Attributes: gid15c82e,public

X-Google-Thread: 140593,705a0db9f1affe60
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-29 11:25:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!sri-spam!sri-unix!hplabs!tektronix!tekgen!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Ataris At Work
Message-ID: <1160@tekigm2.UUCP>
Date: Wed, 29-Oct-86 14:25:04 EST
Article-I.D.: tekigm2.1160
Posted: Wed Oct 29 14:25:04 1986
Date-Received: Thu, 30-Oct-86 22:43:35 EST
References: <1128@tekigm2.UUCP> <405@uwmacc.UUCP> <1142@tekigm2.UUCP>
<1159@tekigm2.UUCP>
Organization: Tektronix Inc., Beaverton, Or.
Lines: 8
Xref: mnetor net.micro.atari8:537 net.micro.atari16:2827

Somehow my great IBM XT lost a line or two in my previous transmission. The user groups that I referenced were: Portland Atari Club, Portland Oregon; Eugene (Oregon) Atari Computer Enthusiasts; and SPACE which I believe stands for Seattle Puget-Sound Atari Computer Enthusiasts. There probably are others also in the PNW, but these are the big three.

--Bill--

From 6924606273492116741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c78b7aa9b2d4bd48,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 13:41:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!sri-spam!sri-unix!hplabs!pyramid!decwrl!
kaoa01.dec.com!curzon
From: curzon@kaoa01.dec.com
Newsgroups: net.micro.atari8
Subject: boot mysteries
Message-ID: <6151@decwrl.DEC.COM>
Date: Wed, 29-Oct-86 16:41:37 EST
Article-I.D.: decwrl.6151
Posted: Wed Oct 29 16:41:37 1986
Date-Received: Fri, 31-Oct-86 20:05:16 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 24

Can anyone help me figure out the boot sectors of an Atari disk?

ie: how the "boot" ROM routines work;
    what parameters are picked up from the disk;
    where are they located;
    what functions served by the boot sector code vs
     the DOS itself;
    differences between the boot sectors on a DOS disk
     and on a "boot" disk;
    and anything other tidbits!

                  Thanks

                 Dick Curzon
                 Digital Equipment of Canada
                             PO Box 13000
                             Kanata Ontario   K2K 2A6
                             Canada.

(DEC E-NET)   KAOA01::CURZON
(UUCP)   {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA)   curzon%kaoa01.DEC@decwrl.ARPA

From -6293968095228200954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3c07748ed1015730,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 14:17:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: writing DOS files
Message-ID: <8610292217.AA02663@mitre-bedford.ARPA>
Date: Wed, 29-Oct-86 17:17:28 EST
Article-I.D.: mitre-be.8610292217.AA02663
Posted: Wed Oct 29 17:17:28 1986
Date-Received: Fri, 31-Oct-86 20:30:10 EST
References: <8610292210.AA04854@chance.mitre.org>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 17

OOPS, I guess my question could be misinterpreted. I want to cause DOS to
write out a copy of DOS.SYS and a copy of DUP.SYS, which it will do only with
the H command. But I want to do it under the control of an assembly language
program. I have the DOS 2.0S source listing and a disassembly listing of
DUP.SYS starting from the entry point of record for the H command, but I have
been unable to figure out how to make it all work.

Inside Atari DOS gives this listing for a routine called WRTDOS, which seems
to do the deed, but it doesn't do it for me if I JSR to the advertised
address. I wonder if I have to do an OPEN or something, as it says in the

fine print "the CLOSE writes the final sector...".

The reason for all this is to set up DOS files on a newly-installed RAMdisk.
DOS won't let me just copy the DOS files over because it knows that the boot
sector would be wrong.

-John S.

From 3442615263260069492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,40cc9fd978591dd0,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 19:29:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!usu.BITNET!FATR6
From: FATR6@usu.BITNET
Newsgroups: net.micro.atari8
Subject: ATARI ST
Message-ID: <8610300908.AA28787@ucbvax.berkeley.edu>
Date: Wed, 29-Oct-86 22:29:11 EST
Article-I.D.: ucbvax.8610300908.AA28787
Posted: Wed Oct 29 22:29:11 1986
Date-Received: Thu, 30-Oct-86 23:21:46 EST
Sender: serge@ucbvax.BERKELEY.EDU
Reply-To: FATR6%USU.BITNET@forsythe.stanford.edu
Organization: The ARPA Internet
Lines: 17

Date: Wed, 29 Oct 86 19:50 MDT
From: <FATR6@USU.BITNET>
Subject: ATARI ST
To: info-atari8@score.stanford.edu
X-Original-To: info-atari8@score.stanford.edu, FATR6

I hope someone can help me out. I am considering buying an Atari 1040 ST.
I am interested in being able to PROGRAM. I am wondering if there are
ANSI versions of Pascal out for the ST that support pointers, etc...
I am also interested in finding a good C compiler. Someone please help
I may end up buying an IBM PC just for the software!!! HELP!!!

 Thanks in advance.

Jon Jense
That's Jon Jensen (darn Heathkit!)

From 5393561853822490048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,18b11ab33e943172,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-29 22:45:02 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!sri-spam!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: 800XL Mini-RAMdisk
Message-ID: <8610292146.AA00968@mitre-bedford.ARPA>
Date: Thu, 30-Oct-86 01:45:02 EST
Article-I.D.: mitre-be.8610292146.AA00968
Posted: Thu Oct 30 01:45:02 1986
Date-Received: Thu, 30-Oct-86 22:24:27 EST
Sender: serge@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 16

Yesterday, I typed in the mini-RAMdisk program that Bill Wilkinson published in COMPUTE! recently (Oct. 86), and by golly it actually works. For those who missed it, this runs on an 800XL WITHOUT ANY UPGRADE, and it uses the normally idle RAM under the O/S (48K to 65K) as the RAMdisk!!!! It holds 105 sectors, which is enough to do some useful things like copying small files from one disk to another, or storing input files for programs which require rapid I/O response. (A Morse Code program I wrote recently is a good example!)

After trying out this RAMdisk, I am convinced that EVERY 800XL owner should CERTAINLY have it!!! But be warned, once you have seen how quick a RAMdisk is, you will be a likely candidate to buy one of the memory upgrades that let you run a REAL (full-sized) RAMdisk!

-John Sangster
jhs@MITRE-Bedford.arpa

From 7063782309568245726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,cf519f9592e035a5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-30 05:41:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!clyde!bellcore!petrus!sabre!zeta!mb2c!edsdrd!web
From: web@edsdrd.UUCP (William E Bejcek)
Newsgroups: net.micro.atari8
Subject: Interfaces and Modems Question
Message-ID: <348@edsdrd.UUCP>
Date: Thu, 30-Oct-86 08:41:16 EST
Article-I.D.: edsdrd.348
Posted: Thu Oct 30 08:41:16 1986
Date-Received: Fri, 31-Oct-86 13:17:05 EST
Distribution: na
Organization: EDS Research, Troy, MI 48007-7019
Lines: 25

I currently have a 48K Atari 800 with a 1050 Disk Drive and a APE-FACE

interface (parallel port) for my printer. I want to buy a modem for this system. I really haven't decided on 300 baud or 1200 yet, but, lets just persue both routes for now.

If I go with 300 baud, it seems like the simplest thing to do is to go get something that I can daisy chain in with the existing equipment that comes complete with software and the like. Any suggestions? I was kinda thinking about the 1030.

If I go with 1200 baud, it seems like I have to do two things. Get a new interface and pick a modem. Is this really true, or does someone make a 1200 baud modem that I can daisy chain in without addition hardware? If not, does any one have suggestions on an interface to buy? Is the old 850 the only device, or is there something else that can replace my current APE-FACE interface or co-exist with it? If I can figure out what is available for interfaces, I think I can figure out what 1200 baud modem to buy.

Thanks in advance,

--

William E. Bejcek - Electronic Data Systems
     USENET: ... ihnp4!mb2c!edsdrd!web
                 ... cbosgd!ulysses!gamma!epsilon!mb2c!edsdrd!web

From -4835173265306548844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,66fab4aeee5c4610
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-30 13:20:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!rutgers!uwvax!husc6!think!nike!ucbcad!ucbvax!
UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: First impressions of CDY's new OmniCom VT100 emulator.
Message-ID: <8610302120.AA23348@umix.cc.umich.edu>
Date: Thu, 30-Oct-86 16:20:45 EST
Article-I.D.: umix.8610302120.AA23348
Posted: Thu Oct 30 16:20:45 1986
Date-Received: Sat, 1-Nov-86 03:12:57 EST
References: <951@inuxd.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

I had that BREAK problem with an earlier version, but the version I have now (October 1, 1986) works fine. (Also using a vax running Unix...)
Maybe you have the older version?
  -- Howard Chu
     hyc@umix.cc.umich.edu
     ihnp4!umich!umix!hyc

From -2602964788754891520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3c07748ed1015730
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-31 01:38:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: writing DOS files
Message-ID: <8610292140.AA00701@mitre-bedford.ARPA>
Date: Fri, 31-Oct-86 04:38:37 EST
Article-I.D.: mitre-be.8610292140.AA00701
Posted: Fri Oct 31 04:38:37 1986
Date-Received: Fri, 31-Oct-86 20:29:53 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 13

Has anybody figured out how to make DOS 2.0S or DOS 2.5 write DOS files
under program control?

I am trying to automate setting up a RAMdisk for specific applications.
So far, I have load modules which will (a) install a RAMdisk, (b) INITialize
the RAMdisk, (c) automatically copy a list of files from one disk to another,
e.g. the boot disk to the RAMdisk. I would like to be able to insert a module
which writes the DOS files before copying any other files. However, I have
not yet been able to figure out how to do this. Any help that is forthcoming
will be greatly appreciated.

-John Sangster
jhs@mitre-bedford.arpa

From -8065386032466549962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c78b7aa9b2d4bd48
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-31 22:44:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!clyde!cuae2!ihnp4!ihlpm!edsxdev0
From: edsxdev0@ihlpm.UUCP (Daryl Monge)
Newsgroups: net.micro.atari8
Subject: Re: boot mysteries
Message-ID: <847@ihlpm.UUCP>
Date: Sat, 1-Nov-86 01:44:56 EST
Article-I.D.: ihlpm.847
Posted: Sat Nov 1 01:44:56 1986
Date-Received: Mon, 3-Nov-86 21:17:37 EST
References: <6151@decwrl.DEC.COM>
Organization: Engineering Design Process Department, AT&T Bell Labs

Lines: 75

>   how the "boot" ROM routines work;
>   what parameters are picked up from the disk;
>   where are they located;
>   what functions served by the boot sector code vs
>   the DOS itself;
>   differences between the boot sectors on a DOS disk
>   and on a "boot" disk;
>   and anything other tidbits!

References: Atari Personal Computer System Operating System Manual
        Inside ATARI DOS, Compute Books

The OS ROM reads the first sector of the disk into the cassette buffer at
0x400. The Control info is as follows:

Flags	Moved to 0x240, but otherwise unused for booting.
#sectors	The number of sectors to read
loadaddr	The memory address (low,high) to place #sectors read. Saved in 0x242
initaddr	The initialization address when the boot is complete. Saved in DOSINI (0xC). Also called during system reset.
<Boot code>	

This first sector, which has been temporarily saved in the cassette buffer
is moved into the address specified by loadaddr. The remaining number of
records specified are then read in. Control is then passed to (loadaddr+6)
to continue the boot process. The boot process must return the carry reset
to indicate success. Then a JSR is done through initaddr and then a JMP to
DOSVEC is done. (my comment: One would assume that the boot code would set
up DOSVEC, since it is not mentioned in the boot process above).

Pressing system reset causes the JSR DOSINI and JMP DOSVEC to be done.

You may observe that the most simple of boot programs can simply set up
memory as is needed, with the first 6 bytes correctly set, then write memory
directly to disk, sector by sector. My suspicion is that is the technique
normally used by games and such that do not require a file system on the
disk.

DOS 2.0S uses this process in a specific way. The first 3 disk sectors hold
the boot code. This boot code knows how to process files in the file system
on the disk and hence do the actual load of DOS.SYS. The boot record actually
looks like the following (DOS 2.0S. I don't know about others)

Flags	as before
#sectors	
loadaddr	
initaddr	
JMP XBCONT	Jump to the DOS.SYS boot code
<Here begins DOS II specific configuration info>	
SABYTE	number of sector buffers to allocate
DRVBYT	drive bits. See your DOS II manual

```
     <unused>
     SASA          buffer start addr
     DFSFLG             DOS flag, set when DOS.SYS has been written
     DFLINK             sector pointer to the first sector of the
                   DOS.SYS file.  Handy since it eliminates
                   processing of the directory.
     BLDISP             used when a 256 byte sector drive is used.
     DFLADR             Address to start loading DOS.SYS
```

Actually, the boot process is very clean and easy to understand. I am continually amazed at how cleanly the ATARI 8 bit OS is built. I have left out much detail from the two quoted references for brevity. Anyone actually interested in using such facilities would be well advised to get the above referenced documentation, or equivalent.

The major piece of information I do not have is if (how?) DOS 2.5, DOS 4.0, Sparta DOS, etc., have modified the extended boot procedure used by DOS 2.0S after the ROM boot procedures have loaded the primary boot code? Anyone care to add some info here?

Daryl Monge   UUCP: ...ihnp4!ihelp!dlm
AT&T   CIS: 72717,65
Bell Labs
Naperville, Il.

From 8681935935074092367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3c07748ed1015730
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-01 16:46:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!clyde!cuae2!ihnp4!chinet!cabbie
From: cabbie@chinet.UUCP (Richard Andrews)
Newsgroups: net.micro.atari8
Subject: Re: writing DOS files
Message-ID: <715@chinet.UUCP>
Date: Sat, 1-Nov-86 19:46:38 EST
Article-I.D.: chinet.715
Posted: Sat Nov 1 19:46:38 1986
Date-Received: Mon, 3-Nov-86 23:52:00 EST
References: <8610292210.AA04854@chance.mitre.org> <8610292217.AA02663@mitre-bedford.ARPA>
Sender: news@chinet.UUCP
Reply-To: cabbie@chinet.UUCP (Richard Andrews)
Organization: chi-net, Public Access UN*X, Chicago IL
Lines: 33

In article <8610292217.AA02663@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>OOPS, I guess my question could be misinterpreted. I want to cause DOS to
>write out a copy of DOS.SYS and a copy of DUP.SYS, which it will do only with
>the H command. But I want to do it under the control of an assembly language
>program. I have the DOS 2.0S source listing and a disassembly listing of

>DUP.SYS starting from the entry point of record for the H command, but I have
>been unable to figure out how to make it all work.
>
>Inside Atari DOS gives this listing for a routine called WRTDOS, which seems
>to do the deed, but it doesn't do it for me if I JSR to the advertised
>address. I wonder if I have to do an OPEN or something, as it says in the
>fine print "the CLOSE writes the final sector...".
>
>The reason for all this is to set up DOS files on a newly-installed RAMdisk.
>DOS won't let me just copy the DOS files over because it knows that the boot
>sector would be wrong.
>
>-John S.

Well John as far as writing out DOS.SYS to a disk, all you have to do is
to open a channel for output with the file spec Dn:DOS.SYS where n is the
drive number you want to write dos.sys to. To write out DUP.SYS this is
a little trickier because DUP.SYS is not a resident program. The easiest
way to look at DUP.SYS is that it is a stand alone binary file. What I
would do is to execute a simple file copy from D1:DUP.SYS to Dn:DUP.SYS.
You may want to use a different ramdisk routine. I have one that has
been out for a while. BTW does anyone want the memory upgrade instructions
for the 130xe? I published some a while back utilizing both 64k and 256k
ram chips.

Rich Andrews
...ihnp4!chinet!cabbie

From 7549559152451228490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,705a0db9f1affe60
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,705a0db9f1affe60
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-11-02 10:57:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!rutgers!princeton!chiu
From: chiu@princeton.UUCP (Kenneth Chiu)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari's At Work
Message-ID: <2322@princeton.UUCP>
Date: Sun, 2-Nov-86 13:57:45 EST
Article-I.D.: princeto.2322
Posted: Sun Nov 2 13:57:45 1986
Date-Received: Tue, 4-Nov-86 00:36:35 EST
References: <1142@tekigm2.UUCP> <426@uwmacc.UUCP>
Reply-To: chiu@princeton.UUCP (Kenneth Chiu)
Distribution: na
Organization: Princeton University Computer Science Department
Lines: 15
Xref: mnetor net.micro.atari8:546 net.micro.atari16:2871

In article <426@uwmacc.UUCP> oyster@uwmacc.UUCP (Vicarious Oyster) writes:
>In article <1142@tekigm2.UUCP> wrd@tekigm2.UUCP (Bill Dippert) writes:
>>. . .personally I hate mice and windows with a passion.
>
> Me too, at least as a development environment. That's why I use Micro
>C-Shell. However, for some applications (end-user programs, editors, games,
>etc), a windowing system is ideal. It's nice to have the flexibility; it's
>even nicer to be able to push the mouse aside and get some *real* work done.

Are you saying that you would rather program on a 24 x 80 terminal than a 19"-
screen, bit-mapped workstation? (e.g. Sun) If so, either you have never used one,
or are a super-human programmer.
--
Kenneth Chiu   UUCP: princeton!chiu
Princeton University Computer Science Department   BITNET: 6031801@PUCC

From -1741510924123821653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,77efdbfdb276b4ee,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-03 07:01:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!think!rutgers!clyde!bellcore!ulysses!mhuxr!mhuxd!myers
From: myers@mhuxd.UUCP (MYERS)
Newsgroups: net.micro.atari8
Subject: Atari 800 refuses to recognize printer
Message-ID: <6416@mhuxd.UUCP>
Date: Mon, 3-Nov-86 10:01:33 EST
Article-I.D.: mhuxd.6416
Posted: Mon Nov 3 10:01:33 1986
Date-Received: Tue, 4-Nov-86 08:18:51 EST
Distribution: na
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 23

---bugline--- ---bugline--- ---bugline--- ---bugline--- ---bugline---
Have you had this problem, and can I fix it? I love my old Atari 800 and
would really hate to see it die. I can still replace it with an 800XL but
don't want to (the keyboard is *so* nice). Anyhow, my machine is 4 years old.
It has the newer operating system [PEEK(58383)=0], so the problem isn't there.
The problem, in as few words as possible, is that my poor little Atari mistak-
enly believes the printer is disconnected. Off and on, for 2 years, I've been
getting erroneous ERROR 138 messages, both from BASIC and from ATARIWRITER
(cartridge). I have a 1050 Disk Drive, Epson RX-80 printer, and MicroPRINT
interface (Apeface equivalent). I've checked all peripheral devices indepen-
dently, and they're OK. It's not just a loose connection in cable. The
problem often goes away if I shut down and let everything cool off, but
returns before I can get a full page of text printed. I can get the printer
to work if it's turned on *before* the computer, but again, only for a half
page or so. Lately, I've been getting ERROR 140, which is supposed to
indicate a bad POKEY chip, or at least bad data getting to this chip. I've

taken a chance and ordered a new POKEY chip. Will this solve my problem?
Needless to say, the system is useless for the kids' homework, and for
printing my homebrew fractal images. I'll send you free my fantastic
Mandlebrot 11 program (draws and stores 16-color detailed fractals, gives
you complete control over successive images, saves picture values) if you
can save my Atari 800. Thanks! Email: ...ihnp4!mhuxd!myers 201-564-4280
--andy myers--

From 1057496860122314231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 12c65a,8ae3472313111069,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 15c82e,8ae3472313111069,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-03 12:50:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!think!sharakan
From: sharakan@think.COM (Eric Sharakan)
Newsgroups: net.micro.atari8,net.micro.cbm
Subject: Commodore 1702 monitor
Message-ID: <6675@think.COM>
Date: Mon, 3-Nov-86 15:50:01 EST
Article-I.D.: think.6675
Posted: Mon Nov 3 15:50:01 1986
Date-Received: Tue, 4-Nov-86 02:32:39 EST
Organization: Thinking Machines, Cambridge, MA
Lines: 10
Keywords: monitor
Xref: mnetor net.micro.atari8:547 net.micro.cbm:1438

I have been trying to find Commodore's 1702 composite monitor in the
Boston area but have not had much luck. Does anyone out there know
where I can pick one of these beauties up? Does Commodore still make
it? Any mail order companies carry it? Thanks in advance.

Eric Sharakan, Thinking Machines Corporation, Cambridge, Ma., 02142
AT&T, et. al.: (617) 876-1111
ARPA: SHARAKAN@THINK.COM
UUCP: ihnp4!think!sharakan

From -163773420859831313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5baad43facd9d2ed
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-03 16:32:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!umcp-cs!cvl!umd5!hans
From: hans@umd5 (Hans Breitenlohner)
Newsgroups: net.micro.atari8
Subject: Re: boot sectors questions

Message-ID: <1341@umd5>
Date: Mon, 3-Nov-86 19:32:01 EST
Article-I.D.: umd5.1341
Posted: Mon Nov 3 19:32:01 1986
Date-Received: Tue, 4-Nov-86 06:10:36 EST
References: <6074@decwrl.DEC.COM>
Reply-To: hans@umd5.umd.edu (Hans Breitenlohner)
Organization: University of Maryland, College Park
Lines: 63

In article <6074@decwrl.DEC.COM> curzon@kaoa01.dec.com writes:
>Can anyone give the lowdown on the boot sectors of an Atari disk?
>
   First boot sector:
      Byte 0: A flag byte. As far as I know nobody uses it for anything.
          It ends up at location $240 (more on that later).
          This is zero for most disks I have looked at, but not all.
      Byte 1: Number of sectors to be loaded by the ROM boot code.
      Bytes 2,3: Memory address to load first boot sector (including the
          first 6 bytes) in low byte, high byte format.
      Bytes 4,5: Address (low byte, high byte) of startup code.
      Byte 6 and up: Initialization code (note: this is the code itself,
          not the address of the code).

   Boot procedure: (this applies primarily to an XL system, I can only
     assume that 400/800's are similar).
After machine initialization is complete, the disk boot routine is called.
If disk unit 1 is present, it reads sector 1 to address $400. The first four
bytes are copied to $240. The next two bytes are copied to $0C and $0D.
The whole sector is then copied to the address given in bytes 2 and 3.
Sectors are then read in sequence and copied to memory behind the first.
The count at $241 is
decremented as sectors are read, and will be zero when the boot is done.
Next the initialization code will be called, using a JSR instruction. If
it returns with the carry flag set, the BOOT ERROR message is displayed, and
the boot process will be repeated.
Next the startup code will be called through the vector at $0c, $0d, again
via JSR.
Upon returning location $9 will be set to 1, indicating successful disk boot.
Next a subroutine to load a relocatable peripheral handler is executed.   I
have no idea what it is meant to do, except that it probably won't do anything
unless you have a strange peripheral on your serial bus. (If anyone can shed
light on this, please post!) After that $244 is set to zero, indicating
that a warm start can be done for the next reset.
Finally, either a JMP ($BFFA) or a JMP ($000A) is performed, depending on
whether a cartridge (or built in basic) exists, and the cartridge's option
byte.

Notes:
1. Either the initialization or the startup code must put an appropriate
   address at location $0A and $0B. This vector will be used when
   initialization is complete, and on subsequent warm starts.
2. The ROM boot code can only deal with 128 byte sectors. To work with double

density disks, only the first three sectors of a disk may be used in the boot, anything else must be read by user supplied routines. This, of course, is the reason for the peculiar sector lengths for the first three sectors of double density disks.

3. For DOS disks, the three boot sectors contain mainly pointers, the disk i/o routines, and the initialization code. The initialization code loads DOS.SYS (i.e. FMS and the resident portion of DOS). The startup code sets the DOS vector (at $0A, $0B) to a routine which loads DUP.SYS, initializes buffers and disk drive tables, loads and runs AUTORUN.SYS if there is one, and then returns. After boot completion (or when calling DOS from BASIC) the non-resident part of DOS will be loaded and executed.

Most of this is extracted from:
Mapping the Atari by Ian Chadwick
Inside Atari Dos by Bill Wilkinson
and disassemblies of code (i.e. DOS and OS ROMs).

I hope this is what you were looking for!

From 1776405781091024781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,525dd2773ade1bc5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-03 18:47:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!ut-sally!im4u!rutgers!mit-eddie!ll-xn!nike!ucbcad!
ucbvax!SCORE.STANFORD.EDU!INFO-ATARI8
From: INFO-ATARI8@SCORE.STANFORD.EDU (Info-Atari Digest)
Newsgroups: net.micro.atari8
Subject: INFO-ATARI8 Digest V86 #01
Message-ID: <8611040247.AA24857@ucbvax.Berkeley.EDU>
Date: Mon, 3-Nov-86 21:47:35 EST
Article-I.D.: ucbvax.8611040247.AA24857
Posted: Mon Nov 3 21:47:35 1986
Date-Received: Tue, 4-Nov-86 08:25:16 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: INFO-ATARI8@Score.Stanford.edu
Organization: The ARPA Internet
Lines: 458

Info-ATARI8 Digest Friday, October 31, 1986 Volume 86 : Issue 01

This weeks Editor: Bill Westfield

Today's Topics:

Atari At Work
Re: Atari 850s
Re: Atari At Work
Re: Ataris At Work

Re: Ataris At Work
Re: Need KERMIT
Re: Need KERMIT
Comments on happy drives
Interfaces and Modems Question
Interfaces and Modems Question
Re: Atari 850s
boot mysteries
Re: rs-232 mod
Re: Ataris At Work

Date: 29 Oct 86 17:16:16 GMT
From: tektronix!tekgen!tekigm!tekigm2!wrd@ucbvax.Berkeley.EDU (Bill Dippert)
Subject: Atari At Work
To: info-atari8@score.stanford.edu

I was called to task for not mentioning OMNIVIEW. OMNIVIEW has been available for a couple of years and works with 3 wordprocessors: Atariwriter Plus, OmniWriter and Letter Perfect and a database: Data Perfect and a new communications program: OmniCom. OMNIVIEW is distributed by CDY (David Young) and is a true 80 column adaptation for the Atari 8 bit machines. Furthermore I was informed that John Scrutch of Atari has made the statement that the XEP80 Atari 80 column board/device will not make it out by Christmas (apparently when originally announced last June, they stated it would be out by October). This last sounds strange to me (would Neil @ Atari care to comment?) as I saw a working model at the Atari exhibition here in Portland earlier this month. The indications that I had then was that it would be out soon. Not being able to take the box apart, I was not able to see the state of the circuit board, it may have been an early prototype. The mechanical aspect of it was production quality (case, cables, etc.).

Secondly, before I get many more blasts, I use both my Atari 8 bit machines and my IBM XT primarily for wordprocessing, secondarily for telecommunications and thirdly for spreadsheets. For both wordprocessing and telecommunications, the Atari is equal to or better than the XT. For the amount of spreadsheets that I use, the Atari is just as good as the XT, but I don't create spreadsheets nine yards wide with an infinite amount of forulas, etc. I still maintain that for general office type work (i.e. wordprocessing and light spreadsheeting) that the Atari 8 bit is as good as the XT. (Have you ever looked at the lettering that a color monitor IBM gives out? Huge letters with many layers of bland pixels!) The letters that Atarwriter Plus may be a little crude, but they are as readable as the XT, IN MY OPINION! I have not personally seen OMNIVIEW letters so cannot comment, I have seen Letter Perfect and PaperClip and they are all as legible or better then the XT color letters.

If you are extensively into programming (in c or other) then probably most of the comments that I hear are correct, the ST outperforms both IBM and Atari 8 bit machines. Certainly the ST is superior to the 8 bit for CAD. If we are going to get into a general micro discussion, however, I agree that we should switch to net.micro.

--Bill Dippert--

To: Rick Genter <rgenter@labs-b.bbn.com>
Subject: Re: Atari 850s
In-Reply-To: Your message of Wed, 29 Oct 86 14:15:52 -0500.
Date: Thu, 30 Oct 86 11:14:28 EST
From: jhs@mitre-bedford.ARPA

I bought my 850 some months ago from CSC, Hightstown, NJ. Phone is (609) 448-8889. Their price was $109. I found them to be very helpful and quick to respond to my order.

-John Sangster
jhs@mitre-bedford.arpa

Date: 29 Oct 86 17:19:46 GMT
From: tektronix!tekgen!tekigm!tekigm2!wrd@ucbvax.Berkeley.EDU (Bill Dippert)
Subject: Re: Atari At Work
To: info-atari8@score.stanford.edu

Sorry, make that "blank" pixels -- anyone who has ever used an IBM color monitor will know what I am talking about. All Atari (ST and X-) are infinitely better when it comes to screen graphics (alpha numeric or other).

--Bill Dippert--

Date: 29 Oct 86 19:25:04 GMT
From: tektronix!tekgen!tekigm!tekigm2!wrd@ucbvax.Berkeley.EDU (Bill Dippert)
Subject: Re: Ataris At Work
To: info-atari8@score.stanford.edu

Somehow my great IBM XT lost a line or two in my previous transmission. The user groups that I referenced were: Portland Atari Club, Portland Oregon; Eugene (Oregon) Atari Computer Enthusiasts; and SPACE which I believe stands for Seattle Puget-Sound Atari Computer Enthusiasts. There probably are others also in the PNW, but these are the big three.

--Bill--

Date: 29 Oct 86 19:10:40 GMT
From: tektronix!tekgen!tekigm!tekigm2!wrd@ucbvax.Berkeley.EDU (Bill Dippert)
Subject: Re: Ataris At Work
To: info-atari8@score.stanford.edu

In article <423@uwmacc.UUCP>, demillo@uwmacc.UUCP (Rob DeMillo) writes:

===>Much deleted from Rob's previous posting<===
> You just destroyed your original argument: that IBM's were bad things because
> you had to buy add-ons all the time, and that you didn't have to do that
> for Atari 8 bit machines...
>
Maybe I was not as clear as I should have been, yes, sometimes you have to buy add-ons for an Atari, or a Commodore or an IBM, etc. (Read open architecture or whatever you want to call it.) Add-ons for Atari are merely cable plugins for the most part. They usually do not involve taking your computer apart to add boards, flip dip switches, etc. Granted the early 400/800 was an exception -- but it was a true open architecture and for the most part all you did was add boards. What I was trying to say was that for the most part what I either had built in in my Atari or could add with a cable type plug in unit, is not true with the IBM XT that I use at work. The IBM requires not only that I add new cards but also that I often must reconfigure it either thru software or more often thru dip switches. Have you ever tried to figure out first of all where the damn dip switches are, secondly which one dip switch you want and thirdly which switch on the dip switch needs to be off and which ones need to be on? Believe me, it's a pain in the ***.
> >> But what about the capabilities as a microcomputer, you ask? Well, the
> >> IBM has the 8-bit beat here, too. Say you want to hook a standard printer
> >> up to your 1200XL; what do you do? Call mail-order place after mail-order
> >> place, trying to find somebody who knows what kind of cable you need; then
> >> pay $59.95, only to discover that the 1200XL is different somehow than the
> >> rest of Atari's 8-bit machines, so you have to go through the whole cycle
> >> again.
Cables for the Atari line are available in this area as readily or more readily then for the IBM and there is no difference between the 1200XL and any other Atari as far as cabling goes, the only difference is in the OS.
>
> And how many companies do you think make/support serial (RS232) printers
> as opposed to Centronix style parallel printers...?
This comment loses me, I use a centronix parallel style cable/printer port on my Tek 4107, IBM-XT and all Atari's. Granted for about $150 you can add a board to an Epson to make it serial. What is your point?
>
> Are you serious? The Centronix parallel cable with a DB25 connector has
> got to be *the* most common cabling connection available...
Probably should be, but except for authorized IBM dealers, it is not that common in the Portland area. Admittedly, the most uncommon cable to find is centronix to centronix. Recently tried to obtain 5 of them for some Tek 4107's and ended up having Egghead Software custom make some for us.
>
> >> And speaking of software, the IBM has just about every micro I know about
> >> beat cold in both public domain software and commercial software, in both
> >> quality and quantity. That may be only because of the perceived usage of
> >> the respective machines, but frankly, I would not even *think* of trying
> >> to market a serious program for the 8-bit Atari, if only because of what
> >> I know about the, um, "habits" of local Atari users with regard to software
> >> piracy.
I won't comment on this as more informed persons on the net have already been countering this argument. There is some concern of quantity vs quality, and most User groups have a lot of each (Atari, or IBM user groups).

> ...um, again, I ask: are you serious? Atari 8 bits may have a lot of software,
> but nowhere near the about IBM PC/XTs do. There is a book published that lists
> useable PD software for the IBM, sources, and where to find it. It is 1210
> pages of very, very tiny print...
Again, I only am aware of what the various user groups have available,
believe me in the PNW we have a lot of PD software available thru the
user groups. land Atari Club, Seattle Puget-Sound Atari Computer
Enthusiasts, etc.)
> >I agree that piracy is deplorable, but I doubt that anyone does not have some
> >pirated software.
> ...excuse me?
> Yea, and if I want out-of-print books, I usually rip them off from
> the library, rather than looking for them in used book stores...
I hate to push the issue, but where do you find "used software stores" and
isn't it just as illegal to sell software as it is to copy it? I do not go out
of my way to obtain illegal software, I try buying it first. In fact I do not
ever deliberately obtain illegal software, but I am sure that I have downloaded
software from a BBS that was. I just have no idea how to identify it as such.
Software does not have a tag saying, this software is illegal copied software.
How do you decide that what you have downloaded from a BBS is pirated and
should not be used, but erased? My crystal ball does not read software for
illegality. And again, I have never heard of pirated business type software,
but am aware that many, many games are copied illegally. So I generally stay
clear of games, but for my kids, I have downloaded games from BBSs and I have
absolutely no idea what is pirated and what is legitimate. None of the game
titles are familar from the software that I have seen at my local computer
store. So before you get on your soap box about using pirated software, tell
me how you figure out what is nice and what is pirated?
>
> Don't get me wrong, but I have both an IBM XT and an Atari ST. The ST is
> superior to the XT (even though I have the XT "suped-up") in almost
> every way, shape and form. But if you believe that any 8 bit machine
> is every bit as useable as a 16 bit machine, you must not use the machine
> for anything more than hobby computing...
>
> ...and if that sounds snobbish, I apologize...but I think, per chance, that
> it is true...
>
> --
>   --- Rob DeMillo
My last comment is that I wish that Rob would go to one of the Atari Computer
Faires now being organized on the West Coast (San Jose and Portland have
occurred, but more are coming including Seattle). There is a form of Pascal for
the 8 bit (Turbo Pascal) that supposedly is a full set (or whatever the term
is) and there are CAD programs available now that work, look nice and do not
have the mathematical errors in them that Rob seems to think. As for the ST,
try looking at Real CADD from Generic Software (what a company name!)--it is
exceptional for use on either the IBM or the ST, but the ST is super looking.

One other comment, since when is the IBM PC a 16 bit machine? I always thought
of IBM PC (and XT) as being 8 bitters, also. I believe that the IBM AT is a 16
bitter, albeit not a 68000 chip.

--Bill Dippert--
Disclaimer: I do not have stock in Atari, Commodore or IBM, my opinions expressed are my own and do not represent Tektronix, or any computer vendor, manufacturer or supplier. And I definitely support the viewpoint of ADAPSO.

To: ihnp4!houxm!houxv!gcl@ucbvax.Berkeley.EDU (G.LAYBURN)
Subject: Re: Need KERMIT
In-Reply-To: Your message of 28 Oct 86 15:24:10 +0000.
Date: Fri, 31 Oct 86 00:01:02 EST
From: jhs@mitre-bedford.ARPA

There is a PD vt100 emulator called VT10SQ (as in 10**2) but it doesn't support kermit. There may be a variant of it with xmodem, but I haven't been able to make the one I have work even though its name suggests it has xmodem (VT10NH.XMO).

David Young of CDY Consulting is now offering a really nice enhancement of the VT100 emulator called OmniCom. His DOES have kermit and xmodem and soon will have data capture and send-from-file features. I might add that OmniCom has the nicest keypad arrangement and the most flexible key definition editing facilities I have seen. I now have my XL set up so it is just about as easy to use as my "real" VT103 at work, and still it is very consistent with the PD VT10SQ in case I have to use that on a non-upgraded XL.

However, CDY's version is commercial and, in keeping with David's business philosophy and way of dealing with the whole copy protection issue, requires his OMNIVIEW chip to run. On the other hand, he provides a very nice 80-column word processor FREE with the chip, making the price hardly more than you pay for most of the commercial word processors out there...and OmniWriter runs with OMNIVIEW's built-in 80-column display. The availability of OmniCom with kermit and xmodem is sort of the final straw that makes OMNIVIEW irresistable!

I've been using OMNIVIEW256, the XL version designed to support the 256KXL board, for a number of months now and find it makes all the difference in the world for word processing.

CDY is at 421 Hanbee, Richardson TX 75080. Phone is (214) 235-2146.
I have no financial interest in CDY Consulting.

-John Sangster
jhs@mitre-bedford.arpa

Date: 29 Oct 86 13:18:54 GMT
From: motown!mergvax!rfpcs@bellcore.com (Rich Filandro)
Subject: Re: Need KERMIT
To: info-atari8@score.stanford.edu

>

>
>
> If anyone has a copy of Kermit(or any other communications program) for
> the atari 800, please send me a mail address and I will send you a floppy disc.
>
>   Thanks in Advance
>   George Layburn (201)949-4534

I also would love a copy of this program and will provide the disk as well.

                  Thanx
                  Rich Filandro (516)434-2694

Date: 29 Oct 86 15:53:46 GMT
From: motown!mergvax!rfpcs@bellcore.com (Rich Filandro)
Subject: Comments on happy drives
To: info-atari8@score.stanford.edu

I have a 130XE and am considering purchasing the new rev 7 happy modification
for my 1050 drive. I'd like to hear from the net on goods and bads for this
newest revision from Happy Computing. Would I be better off with something
else, say the duplicator??!? I await your response.
PS
     I and my company are new users of the net and I look forward to
it's use.
                  Thanx
                  Rich Filandro

Date: 30 Oct 86 13:41:16 GMT
From: sabre!zeta!mb2c!edsdrd!web@petrus.bellcore.com (William E Bejcek)
Subject: Interfaces and Modems Question
To: info-atari8@score.stanford.edu

I currently have a 48K Atari 800 with a 1050 Disk Drive and a APE-FACE
interface (parallel port) for my printer. I want to buy a modem for this
system. I really haven't decided on 300 baud or 1200 yet, but, lets
just persue both routes for now.

If I go with 300 baud, it seems like the simplest thing to do is to go
get something that I can daisy chain in with the existing equipment that
comes complete with software and the like. Any suggestions? I was kinda
thinking about the 1030.

If I go with 1200 baud, it seems like I have to do two things. Get a new
interface and pick a modem. Is this really true, or does someone make a
1200 baud modem that I can daisy chain in without addition hardware? If not,
does any one have suggestions on an interface to buy? Is the old 850 the
only device, or is there something else that can replace my current APE-FACE
interface or co-exist with it? If I can figure out what is available for

interfaces, I think I can figure out what 1200 baud modem to buy.

Thanks in advance,

--

William E. Bejcek - Electronic Data Systems
     USENET: ... ihnp4!mb2c!edsdrd!web
                 ... cbosgd!ulysses!gamma!epsilon!mb2c!edsdrd!web

----

Date: 30 Oct 86 13:41:16 GMT
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Thanks in advance,

--

William E. Bejcek - Electronic Data Systems
     USENET: ... ihnp4!mb2c!edsdrd!web
                 ... cbosgd!ulysses!gamma!epsilon!mb2c!edsdrd!web

----

From: hyc@umix.cc.umich.edu (Howard Chu)
To: Rick Genter <rgenter@labs-b.bbn.com>
Subject: Re: Atari 850s
In-Reply-To: Your message of Wed, 29 Oct 86 14:15:52 -0500.
Date: Fri, 31 Oct 86 03:18:19 EST

Try Southern Software Systems, in Birmingham Alabama. They're at
205-956-0986. 24 hour phone for orders. (You can't get questions

answered at 2am, which is unfortunate for people like me...)

I have no financial interest in their business, other than wondering
how cheap their prices are compared to everyon elses'... I ordered
a large amount of stuff (large for me, right?) from them and am
fairly satisfied. Just whatever you do, don't send a personal check.
They take far too long to clear...
  -- Howard Chu
     hyc@umix.cc.umich.edu
     ihnp4!umich!umix!hyc

Date: 29 Oct 86 21:41:37 GMT
From: kaoa01.dec.com!curzon@decwrl.dec.com
Subject: boot mysteries
To: info-atari8@score.stanford.edu

Can anyone help me figure out the boot sectors of an Atari disk?

ie: how the "boot" ROM routines work;
    what parameters are picked up from the disk;
    where are they located;
    what functions served by the boot sector code vs
     the DOS itself;
    differences between the boot sectors on a DOS disk
     and on a "boot" disk;
    and anything other tidbits!

                  Thanks

                 Dick Curzon
                 Digital Equipment of Canada
                             PO Box 13000
                             Kanata Ontario   K2K 2A6
                             Canada.

(DEC E-NET)   KAOA01::CURZON
(UUCP)   {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA)   curzon%kaoa01.DEC@decwrl.ARPA

Date: 31 Oct 1986 07:34:07 EST
Subject: Re: rs-232 mod
From: C. David Young <DYOUNG@A.ISI.EDU>
To: ihnp4!chinet!cabbie@UCBVAX.BERKELEY.EDU (Richard Andrews)
In-Reply-To: <691@chinet.UUCP>

Rich,

If you will get the hardware going I will be glad to do the software.

I would make it emulate the 850 and 1050. This time of year I am
pretty busy but I should have time enough in January.

David Young

Date: 31 Oct 86 11:01:17 EST (Friday)
Subject: Re: Ataris At Work
In-reply-to: <423@uwmacc.UUCP>
To: info-atari8@su-score.arpa
From: Dan Fleysher <Fleysher.wbst@Xerox.COM>

Can we call a truce on this subject? I'm getting tired of this
discussion and I think the important points have already been made. Why
add any more to ARPA's congestion problem?

     Dan

End of INFO-ATARI8 Digest
****

From 8633821976179085700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,16aeae3c745e37ea
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,16aeae3c745e37ea
X-Google-Attributes: gid140593,public
X-Google-Thread: 129c11,16aeae3c745e37ea
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1986-11-03 19:44:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ukma!ukecc!chaney
From: chaney@ukecc.UUCP (Dan Chaney)
Newsgroups: net.micro.atari8,net.micro.atari16,net.micro
Subject: Re: Atari At Work
Message-ID: <730@ukecc.UUCP>
Date: Mon, 3-Nov-86 22:44:28 EST
Article-I.D.: ukecc.730
Posted: Mon Nov 3 22:44:28 1986
Date-Received: Wed, 5-Nov-86 05:30:16 EST
References: <1157@tekigm2.UUCP>
Reply-To: chaney@ukecc.UUCP (Dan Chaney)
Organization: Presently At Large
Lines: 11
Xref: watmath net.micro.atari8:566 net.micro.atari16:2951 net.micro:15869

To Whom It May Inspire to Help-

Some years back I read an article (possibly in COMPUTE!) regarding the use of a servo via the joystick ports. The interesting part of the article was the explanation, and subsequent programs, allowing the joystick port to be accessed for *output* from BASIC. If anyone has this article or relevant ones, I would be very appreciative. The end goal is to run a UART-based switching system for the Atari 800.

| Void where prohibited by law | Bitnet: EXT698@UKCC

Dan Chaney

From -4701739635280983036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b4e78fb70c270711,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-04 14:16:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!clyde!cbatt!ihnp4!ihuxi!store2
From: store2@ihuxi.UUCP (Wilcox)
Newsgroups: net.micro.atari8
Subject: December 1986 ANTIC TOC
Message-ID: <1422@ihuxi.UUCP>
Date: Tue, 4-Nov-86 17:16:05 EST
Article-I.D.: ihuxi.1422
Posted: Tue Nov 4 17:16:05 1986
Date-Received: Thu, 6-Nov-86 01:07:02 EST
Distribution: net
Organization: AT&T Bell Labs, Naperville, IL
Lines: 97

*****[Ignore header path]*****

December 1986 ANTIC TOC
Theme: Annual Shoppers Guide

page article

6 I/O BOARD
Letters from Readers.
11 SHOPPERS GUIDE
100 best products for the 8-bit Atari.
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New Products (description only)
Fast BASIC cartridge (Computer Concepts)
Star Raiders (Atari Corp)
Midiplay (Electronic Music Publishing House, Inc)
SYS/EX (Key Clique)
EZRAM 520 (Terrific Peripherals)
TechMate Chess (Szabo Software)
K-Resource (Kuma Software)
MT C-Shell (Beckmeyer Development Tools)
UCSD Pascal Power System (Pecan Software Systems, Inc)
Philon Fast/BASIC-M (Philon Inc)

**********END THE ST RESOURCE SECTION**********

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This section is a collection of tips and short programs from readers or collected from various Users

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Coming next month: Atari talking typewriter for ST and 8-bit, door prize selector, Math educational game with optional speech modules, J.D.Casten's newest hit game and Super Star Trek for the ST.

Comments: There has been some discussion on the net lately about using the BSR X10 controller with the Atari. There is an ad in ANTIC from Terrific Peripherals for this device. For $119.95 you get the X-10 Powerhouse controller, a special Atari interface adapter and the Building Manager software disk. ANTIC is running an 8-bit contest for practical programs. First prize is a 1040ST with $500 worth of software from Batteries Included. Computer Mail Order (CMO) has a nice 16 page spread with lots of specials.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

From -6547192783420318373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,601ba20cd2df8873,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 15c82e,601ba20cd2df8873,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-05 18:03:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8,comp.sys.atari.8bit
Subject: Train Dispatcher Wanted
Message-ID: <6802@topaz.RUTGERS.EDU>
Date: Wed, 5-Nov-86 21:03:00 EST
Article-I.D.: topaz.6802
Posted: Wed Nov 5 21:03:00 1986
Date-Received: Thu, 6-Nov-86 23:49:48 EST
Distribution: net
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 17
Xref: watmath net.micro.atari8:568 comp.sys.atari.8bit:1
Cc: appelbaum@blue.rutgers.edu

Does anyone know where I could get the program Train Dispatcher. It is a simulation game. I don't know who is the publisher. I would be willing to buy it from someone. Any help would be appreciated.

Thanks,

Marc

--
Marc L. Appelbaum
Arpa: appelbaum@blue.RUTGERS.EDU or MARC@AIM.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbaum

From 1196621202877308335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d7e9c67287076913,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-05 19:37:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!topaz!wilmott
From: wilmott@topaz.RUTGERS.EDU (Ray Wilmott)
Newsgroups: net.micro.atari8
Subject: Omniview
Message-ID: <6806@topaz.RUTGERS.EDU>
Date: Wed, 5-Nov-86 22:37:59 EST
Article-I.D.: topaz.6806
Posted: Wed Nov 5 22:37:59 1986
Date-Received: Thu, 6-Nov-86 01:10:21 EST
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 30
Keywords: Omniview

I've decided it's about time for me to do some upgrading to my 800xl &
1050 system. I've just ordered the US Doubler for the 1050, and am
going to do a 256k upgrade after Christmas. I've also been intrigued
by the ads in Analog/Antic for Omniview and was hoping some of you
out there may be able to give me your impressions of it and/or answer
a few questions:

1- Just how good is the 80 column output, and what's the deal with
   "a non-composite monitor is suggested for serious 80 column work"
   in the ad? (Atari is composite-only output!?!)
2- How hard is it to install (really)? Is soldering required, and if
   so, how much (just one or two wires, or a LOT)?
3- Does it retain software compatibility, or are there some known
   programs that won't work with it due to changes in the OS (ie-
   copy protection schemes that check certain locations in the OS
   and refuse to run if they see something they don't like)?
4- And lastly, I notice 2 versions for the xl: a standard version and
   256k version. My question: would the 256k version work in a 64k
   800xl? (that way I could get omnivew 256 now to use, and then when,
   later this winter, I get 256k everything would work nicely-

otherwise I'd have to wait to get Omniview until after I get my
memory).
Also: what is RAMROD XL?

Any help you may be able to give is greatly appreciated.

Ray Wilmott
wilmott@topaz.rutgers.edu

From 1578636574533685866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,601ba20cd2df8873
X-Google-Attributes: gidf8760,public
X-Google-Thread: 15c82e,601ba20cd2df8873
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-06 04:52:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!rutgers!seismo!vrdxhq!bdmrrr!shprentz
From: shprentz@bdmrrr.UUCP (Joel Shprentz)
Newsgroups: net.micro.atari8,comp.sys.atari.8bit
Subject: Re: Train Dispatcher Wanted
Message-ID: <662@bdmrrr.UUCP>
Date: Thu, 6-Nov-86 07:52:27 EST
Article-I.D.: bdmrrr.662
Posted: Thu Nov 6 07:52:27 1986
Date-Received: Fri, 7-Nov-86 22:52:25 EST
References: <6802@topaz.RUTGERS.EDU>
Distribution: net
Organization: BDM Corporation, McLean, Virginia
Lines: 13
Xref: watmath net.micro.atari8:570 comp.sys.atari.8bit:2

> Does anyone know where I could get the program Train Dispatcher.

According to an ad in the October issue of Model Railroader, Train
Dispatcher is available from Signal Computer Consultants, Ltd., P. O.
Box 18222, Dept. 9, Pittsburgh, PA 15236. Call (415) 655-7727. The
Atari version costs $25.00 plus $2.50 postage. Specify computer model
and choice of tape or disk.

--
Joel Shprentz   Phone: (703) 848-7305
BDM Corporation   Uucp: {seismo,vrdxhq}!bdmrrr!shprentz
7915 Jones Branch Drive
McLean, Virginia 22102

From -6252860424390310040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,13b3e4e0b05ff616,start
X-Google-Attributes: gidf8760,public

X-Google-Thread: 15c82e,13b3e4e0b05ff616,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-07 12:04:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!mark
From: mark@cbosgd.ATT.COM (Mark Horton)
Newsgroups: net.micro.atari8,comp.sys.atari.8bit
Subject: net.micro.atari8 is being renamed comp.sys.atari.8bit
Message-ID: <2999@cbosgd.ATT.COM>
Date: Fri, 7-Nov-86 15:04:38 EST
Article-I.D.: cbosgd.2999
Posted: Fri Nov 7 15:04:38 1986
Date-Received: Sat, 8-Nov-86 05:46:30 EST
Distribution: na
Organization: AT&T Bell Laboratories, Columbus, Oh
Lines: 12
Xref: watmath net.micro.atari8:571 comp.sys.atari.8bit:4

This newsgroup is being renamed from net.micro.atari8 to comp.sys.atari.8bit.
This renaming will gradually take place over the next few weeks.
More and more messages posted to this newsgroup will be aliased
into the new newsgroup as they pass through the net, and people
will begin to post to the new group. After a few weeks, the
old name will be removed.

This note is to inform you of the renaming so you can begin to
read the new group as well as the old group.

     Mark Horton
     Director, the UUCP Project

From -6307052801075771759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7e2972cf93e5e845,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-11-07 17:15:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!cmcl2!husc6!mit-eddie!ll-xn!nike!ucbcad!ucbvax!
SCORE.STANFORD.EDU!Info-Atari8
From: Info-Atari8@SCORE.STANFORD.EDU (Info-Atari8 Digest)
Newsgroups: net.micro.atari8
Subject: Info-Atari8 Digest V86 #2
Message-ID: <8611080257.AA21138@ucbvax.Berkeley.EDU>
Date: Fri, 7-Nov-86 20:15:23 EST
Article-I.D.: ucbvax.8611080257.AA21138
Posted: Fri Nov 7 20:15:23 1986
Date-Received: Sat, 8-Nov-86 18:38:07 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: Info-Atari8@Score.Stanford.edu
Organization: The ARPA Internet
Lines: 248

Info-Atari8 Digest Friday, November 7, 1986 Volume 86 : Issue 2

This weeks Editor: Bill Westfield

Today's Topics:

Re: Atari At Work
Missing article
Train Dispatcher Wanted
December 1986 ANTIC TOC
Omniview
Re: Train Dispatcher Wanted

Date: 4 Nov 86 03:44:28 GMT
From: cbatt!ukma!ukecc!chaney@ucbvax.Berkeley.EDU (Dan Chaney)
Subject: Re: Atari At Work
To: info-atari8@score.stanford.edu

To Whom It May Inspire to Help-

Some years back I read an article (possibly in COMPUTE!) regarding the use of a servo via the joystick ports. The interesting part of the article was the explanation, and subsequent programs, allowing the joystick port to be accessed for *output* from BASIC. If anyone has this article or relevant ones, I would be very appreciative. The end goal is to run a UART-based switching system for the Atari 800.

| Void where prohibited by law | Bitnet: EXT698@UKCC

Dan Chaney

Date: 5 Nov 86 02:28:16 GMT
From: cbatt!ukma!ukecc!chaney@ucbvax.Berkeley.EDU (Dan Chaney)
Subject: Missing article
To: info-atari8@score.stanford.edu

Several years ago (well, maybe 3) I read an article in COMPUTE that explained how to utilize the Atari 800's joystick-output ability to run a servo. I have since then decided it would be more than helpful to take this program (written in Basic and/or Assembler) and connect it to a UART based circuit that would allow the Atari 800 to control at least 8, probably 256 switches per Joystick port.

If anyone has this article, now what issue from whence it came or (preferred) knows something more on programming the joysticks for output, I would be greatly appreciative.

Dan Chaney
BITNET : EXT698@UKCC

| Void where prohibited by law. This message does not necessarily reflect
  the author's opinions, nor any employers, associates or enemies, let alone
  readers of said author's mail. |

Date: 6 Nov 86 02:03:00 GMT
From: appelbau@topaz.rutgers.edu (Marc L. Appelbaum)
Subject: Train Dispatcher Wanted
To: info-atari8@score.stanford.edu

Does anyone know where I could get the program Train Dispatcher. It
is a simulation game. I don't know who is the publisher. I would be
willing to buy it from someone. Any help would be appreciated.

         Thanks,
         Marc

--
Marc L. Appelbaum
Arpa: appelbaum@blue.RUTGERS.EDU or MARC@AIM.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbaum

----

Date: 4 Nov 86 22:16:05 GMT
From: ihnp4!ihuxi!store2@ucbvax.Berkeley.EDU (Wilcox)
Subject: December 1986 ANTIC TOC
To: info-atari8@score.stanford.edu

             *****[Ignore header path]*****

              December 1986 ANTIC TOC
              Theme: Annual Shoppers Guide

page article

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Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

Date: 6 Nov 86 03:37:59 GMT
From: wilmott@topaz.rutgers.edu (Ray Wilmott)
Subject: Omniview
To: info-atari8@score.stanford.edu

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Also: what is RAMROD XL?

Any help you may be able to give is greatly appreciated.

Ray Wilmott
wilmott@topaz.rutgers.edu

Date: 6 Nov 86 12:52:27 GMT
From: vrdxhq!bdmrrr!shprentz@seismo.css.gov (Joel Shprentz)
Subject: Re: Train Dispatcher Wanted
To: info-atari8@score.stanford.edu

> Does anyone know where I could get the program Train Dispatcher.

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--
Joel Shprentz Phone: (703) 848-7305
BDM Corporation Uucp: {seismo,vrdxhq}!bdmrrr!shprentz
7915 Jones Branch Drive
McLean, Virginia 22102

End of Info-Atari8 Digest
****

From 196205380431640523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d13e25d79f9667db
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-06 21:36:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rochester!cornell!batcomputer!andy
From: andy@batcomputer.TN.CORNELL.EDU (Andy Pfiffer)
Newsgroups: net.micro.atari8
Subject: Re: using Atari 800 to generate TV graphics
Message-ID: <983@batcomputer.TN.CORNELL.EDU>
Date: Sun, 7-Sep-86 00:36:51 EDT
Article-I.D.: batcompu.983
Posted: Sun Sep 7 00:36:51 1986

Date-Received: Sun, 7-Sep-86 20:23:59 EDT
References: <506@ucdavis.UUCP>
Reply-To: andy@batcomputer.UUCP (Andy Pfiffer)
Distribution: net
Organization: Theory Center, Cornell University, Ithaca NY
Lines: 28

In article <506@ucdavis.UUCP> ccrbrian@ucdavis.UUCP (Brian Reilly) writes:
>Hi - I have a friend who works for a television station which would
>like to use some computer graphics in between their shows.

Back when I was the chief engineer of a college television station, we used a 400 as a VERY crude character generator (we couldn't afford a real one). We later used an 800XL (much better keyboard) with a 1050 drive and some more sophisticated software (storing title screens on disk).

Its true that these machines don't generate "true" NTSC compatible video. The signal is more than adequate for driving a monitor or VCR, but that is about the limit. The colorburst is about 1/2 the required frequency, and triangular at that. The overall signal is too low to properly drive most equipment. We did end up dedicating a distribution amplifier to it...

However, it was "close enough for government work" -- particularly if used with inferior equipment with less stringent tolerances (surprisingly...). We eventually relegated it to making leaders and titles for tapes, and as a message board when no other programming was scheduled. It just couldn't properly sync our studio cameras and switcher.

I expect that a low quality time base corrector combined with a good amplifier could end up improving the signal significantly.

I don't know if they are still using the setup (its been 3+ years since I was at the station).

     Andy Pfiffer

From 4089049085700883125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,821c6bc0cd783621,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-07 07:53:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!nike!ucbcad!ucbvax!SU-SCORE.ARPA!G.ABRAMS
From: G.ABRAMS@SU-SCORE.ARPA (Info-Atari Moderator)
Newsgroups: net.micro.atari8
Subject: Deleting names from info-atari lists
Message-ID: <12237044545.9.G.ABRAMS@Score.Stanford.EDU>
Date: Sun, 7-Sep-86 10:53:20 EDT
Article-I.D.: Score.12237044545.9.G.ABRAMS
Posted: Sun Sep 7 10:53:20 1986
Date-Received: Sun, 7-Sep-86 20:16:49 EDT
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 12

I am forced to delete all adressees at Cornella from the distribution
lists. We have been receiving automatic messages from the Cornella
mailer that there are no valid receipants at their site, but they do
not furnish the name which is being rejected. I have sent several
messages to the Postmaster at Cornella, but no response has been obtained.

If anyone at Cornella wishes to rejoin the list, please send us a message.
Please try to obtain the name of the Postmaster for us, too.

     Marshall Abrams
Z

From 388234047437656304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,9fc2c05dfca39df3,start
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,9fc2c05dfca39df3,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-08 12:43:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Northern California Atari EXPO (Sept. 20-21)
Message-ID: <2348@voder.UUCP>
Date: Mon, 8-Sep-86 15:43:16 EDT
Article-I.D.: voder.2348
Posted: Mon Sep 8 15:43:16 1986
Date-Received: Mon, 8-Sep-86 20:50:04 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 27
Xref: mnetor net.micro.atari8:407 net.micro.atari16:1855

   The First Northern California Atari Expo will be held September 20-21
at the San Jose Convention Center. Tickets are $5.00 a day at the door or
$3.00 a day through user groups. The show is exclusively for Atari prod-
ucts and companies from around the country will be there showing their
products for both the 8-bit and 16-bit machines.
   Atari will have a booth for hands-on demonstrations. The Expo is being
sponsored by the Bay Area Atari Users Group (BAAUG) along with SLCC, ABACUS,
& DACE. Look for new hardware and software from more than 50 developers.
There will be door prizes and speakers from around the country as well as a
major production from Atari Corp itself.
For 24-hour information call the BAAUG BBS at 408-249-7722. Or write to the
NORCAL EXPO Executive Committee at:

Northern California Atari EXPO
Suite 280
P.O. Box 9018
Walnut Creek, CA 94598-0918

In the evenings call Rich Anderson, 408-281-8139. Pass the information along to your user group!

Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them myself but I'm told they can be very effective."

From 5114794356586974736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c2a00b6f9566068,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-09 07:04:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!styx!twg-ap!amdahl!hplabs!pesnta!amd!amdcad!amdimage!prls!philabs!pwa-b!mmintl!jerrym
From: jerrym@mmintl.UUCP (Jerry Marteniz)
Newsgroups: net.micro.atari8
Subject: test
Message-ID: <1799@mmintl.UUCP>
Date: Tue, 9-Sep-86 10:04:52 EDT
Article-I.D.: mmintl.1799
Posted: Tue Sep 9 10:04:52 1986
Date-Received: Sun, 14-Sep-86 03:34:13 EDT
Organization: Multimate International, E. Hartford, CT
Lines: 2

This is a test.

From 4547073364238358896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,605e91f4fa77fd84,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-09 08:57:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!gatech!akgua!lcuxlm!whuxl!houxm!mhuxt!mhuxr!mhuxn!mhuxl!david1
From: david1@mhuxl.UUCP (Rick Nelson)
Newsgroups: net.micro.atari8
Subject: DOS 2.5
Message-ID: <1026@mhuxl.UUCP>
Date: Tue, 9-Sep-86 11:57:25 EDT
Article-I.D.: mhuxl.1026
Posted: Tue Sep 9 11:57:25 1986

Date-Received: Wed, 10-Sep-86 22:07:55 EDT
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 7

++++++++++Rick Nelson @ AT&T Bell Labs, Reading, Pa.++++++++++

Does anyone have Atari DOS 2.5? I'd like to get a copy.

Thanks.

From -2899078113001847028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,87000df905b98458,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-09 12:50:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!ENTERPRISE.BBN.COM!rgenter
From: rgenter@ENTERPRISE.BBN.COM (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Communications Software
Message-ID: <8609091950.AA08791@ENTERPRISE.BBN.COM>
Date: Tue, 9-Sep-86 15:50:55 EDT
Article-I.D.: ENTERPRI.8609091950.AA08791
Posted: Tue Sep 9 15:50:55 1986
Date-Received: Wed, 10-Sep-86 04:46:06 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

     What communications packages are currently the favorite amongst 800 owners? I need something that can talk Kermit, and preferably uses my Hayes SmartModem at 1200 baud (i.e., I don't want to have to buy another modem). Please reply to the address below, and thanks in advance.

Rick Genter   BBN Laboratories Inc.
(617) 497-3848   10 Moulton St. 6/512
rgenter@labs-b.bbn.COM (Internet new)   Cambridge, MA   02238
rgenter@bbn-labs-b.ARPA (Internet old)   linus!rgenter%BBN-LABS-B.ARPA (UUCP)
I feel like I'm in a Toilet Bowl with a thumbtack in my forehead!!

From 6742781260257052795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,87000df905b98458
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-09 18:00:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA

Newsgroups: net.micro.atari8
Subject: Re: Communications Software
Message-ID: <8609100057.AA01807@mitre-bedford.ARPA>
Date: Tue, 9-Sep-86 21:00:59 EDT
Article-I.D.: mitre-be.8609100057.AA01807
Posted: Tue Sep 9 21:00:59 1986
Date-Received: Wed, 10-Sep-86 06:43:14 EDT
References: <8609091950.AA08791@ENTERPRISE.BBN.COM>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 11

I believe David Young of CDY Consulting (421 Hanbee, Richardson TX 75080 or (214) 235-2146) is working on a terminal emulator that speaks Kermit and runs under his OMNIVIEW O/S chip which gives resident 80-column capability and a high degree of compatibility with the old 800 O/S. He also supplies an 80-column WP program with OMNIVIEW. I have been using this for several months and find it quite a pleasure to use compared to the 40-column WP packages. David just released a VT-100 emulator for OMNIVIEW but I think Kermit is not quite released...will be very soon, tho. David???

-John Sangster
jhs@mitre-bedford.arpa

From -2030111017583308442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,87000df905b98458
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-09 19:49:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: Communications Software
Message-ID: <8609100249.AA22828@umix.cc.umich.edu>
Date: Tue, 9-Sep-86 22:49:52 EDT
Article-I.D.: umix.8609100249.AA22828
Posted: Tue Sep 9 22:49:52 1986
Date-Received: Wed, 10-Sep-86 06:44:38 EDT
References: <8609100057.AA01807@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

I've been running a test version of the VT-100 emulator, and it works fairly well. It has a Kermit implementation installed now, but I haven't been able to test it with my 1030 modem yet. I'll have to second John's comments though - OmniView works very well and running an 80 column terminal program is definitely more pleasant than running in 40... Note that OmniTerm, which comes on the WP disk, is also 80 column and it speaks Xmodem.

Just an aside - does anyone use the Kermit which came out for the Atari
and 850 interface or 1030 modem? I've got a version for the 850, but it's
no good with my 1030. It's supposed to support VT-52 emulation and does
horizontal scrolling to get 80 columns. (If anyone has the binaries for
the 1030 version, could you let me know? Thanks!)
  -- Howard Chu
     hyc@umix.cc.umich.edu

From 8918685790633579083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2820c3c89c23f762,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-10 11:30:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!suny-bing.CSNET!vx1245
From: vx1245@suny-bing.CSNET
Newsgroups: net.micro.atari8
Subject: kermit for atari
Message-ID: <8609121006.AA18307@ucbvax.Berkeley.EDU>
Date: Wed, 10-Sep-86 14:30:00 EDT
Article-I.D.: ucbvax.8609121006.AA18307
Posted: Wed Sep 10 14:30:00 1986
Date-Received: Fri, 12-Sep-86 22:10:41 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 31

reply to hyc@umix.cc.umich.edu

-- sorry about using the mailing list for this, but our vms mailer
   doesn't know how to reply, and can't figure out the address.

>I've been running a test version of the VT-100 emulator, and it works
>fairly well. It has a Kermit implementation installed now, but I haven't
>been able to test it with my 1030 modem yet. I'll have to second John's
>comments though - OmniView works very well and running an 80 column
>terminal program is definitely more pleasant than running in 40... Note
>that OmniTerm, which comes on the WP disk, is also 80 column and it
>speaks Xmodem.
>
>Just an aside - does anyone use the Kermit which came out for the Atari
>and 850 interface or 1030 modem? I've got a version for the 850, but it's
>no good with my 1030. It's supposed to support VT-52 emulation and does
>horizontal scrolling to get 80 columns. (If anyone has the binaries for
>the 1030 version, could you let me know? Thanks!)
> -- Howard Chu
>   hyc@umix.cc.umich.edu

I have the source for the original kermit (Columbia distribution), and there's
a 1030 module with which you can replace the 850 module. I don't have a 1030,
so I don't know whether it works. It's written in Action!, so you have to have

the cartridge to run it! If you want it, let me know.
Note: it's available from Columbia over BITNET.

     Fred Sullivan
     Dept. Math. Sci.
     SUNY@Binghamton
     vx1245@suny-bing

From 9178160577153544349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,10ac104f8e313c80,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-11 07:15:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!decwrl!kaoa01.dec.com!curzon
From: curzon@kaoa01.dec.com
Newsgroups: net.micro.atari8
Subject: Palevich KERMIT binary for 1030
Message-ID: <5273@decwrl.DEC.COM>
Date: Thu, 11-Sep-86 10:15:43 EDT
Article-I.D.: decwrl.5273
Posted: Thu Sep 11 10:15:43 1986
Date-Received: Fri, 12-Sep-86 19:45:29 EDT
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 13

Howard Chu has requested the binary file for the J Palevich
Kermit modem program, compiled for 1030 modem. I have
compiled a version with the xm301 modem driver, compatible with
the 1030 modem. To get it into the archives I hear about... do I
mail it to a certain newsgroup, or what?

stuff to
newsgroups.

   Richard Curzon
   Digital Equipment of Canada
   PO box 13000
   Kanata Ontario Canada

From -3919395582484025657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fd71273d7ad441c4,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-12 06:34:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!qantel!hplabs!oliveb!glacier!decwrl!
amdcad!amdimage!prls!philabs!pwa-b!mmintl!jerrym
From: jerrym@mmintl.UUCP (Jerry Marteniz)
Newsgroups: net.micro.atari8
Subject: hardware addons

Message-ID: <1802@mmintl.UUCP>
Date: Fri, 12-Sep-86 09:34:23 EDT
Article-I.D.: mmintl.1802
Posted: Fri Sep 12 09:34:23 1986
Date-Received: Wed, 17-Sep-86 01:58:30 EDT
Organization: Multimate International, E. Hartford, CT
Lines: 13

I am looking for information concerning two new interesting hardware goodies,
the 80 column card from Atari and the Multifunction Input Output board from
ICD Inc.

Though the screen card can generate an 80x25 IBM type character display,
will we be able to generate higher graphics resolution than what is now
available on the 8 bit line? If so, can it be done through hardware or
software since the new card takes over the existing graphics processing?

                    Jerry Martinez

From -2802580362912901009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,10ac104f8e313c80
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-12 07:59:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: Palevich KERMIT binary for 1030
Message-ID: <5774@topaz.RUTGERS.EDU>
Date: Fri, 12-Sep-86 10:59:31 EDT
Article-I.D.: topaz.5774
Posted: Fri Sep 12 10:59:31 1986
Date-Received: Fri, 12-Sep-86 22:18:25 EDT
References: <5273@decwrl.DEC.COM>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 10
Cc: appelbau

You can post it the following groups:
  net.sources
  net.imicro.atari8
 Please post it ASAP as I would like it also. I do have one
question:After d/l the file will I have to do anything to it inorder
to execute it??
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!appelbau

From 5907412816037363337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f140aeee110c23f5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-12 09:51:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!nrl-css.arpa!malay
From: malay@nrl-css.arpa (Robert Malay)
Newsgroups: net.micro.atari8
Subject: WEFAX Decoder
Message-ID: <8609121651.AA11280@nrl-css.ARPA>
Date: Fri, 12-Sep-86 12:51:11 EDT
Article-I.D.: nrl-css.8609121651.AA11280
Posted: Fri Sep 12 12:51:11 1986
Date-Received: Sat, 13-Sep-86 03:47:40 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Has anyone had success using ANTIC's WEFAX decoder? If so, can you suggest
a suitable shortwave radio within the $100-$200 range that would be capable
of picking up the frequencies generated by the Norfolk station. If anyone
has had problems getting the Tone Decoder chip through Radio Shack - forget it -
they no longer stock it, but you can order it from JAMECO Electronics or
JDR Microdevices in California.

Bob M.

From -472196945017717884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,515b4c354000c3f9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-15 09:54:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: avatex modems 1200, 1200hc
Message-ID: <8609151654.AA17481@umix.cc.umich.edu>
Date: Mon, 15-Sep-86 12:54:44 EDT
Article-I.D.: umix.8609151654.AA17481
Posted: Mon Sep 15 12:54:44 1986
Date-Received: Tue, 16-Sep-86 20:49:52 EDT
References: <8609142115.AA00797@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

What are some common problems people have had with the original Avatex 1200s?
I just got one recently, and it seems to fail the manual digital loopback
test about 2/3s of the time. This is really odd, because once I actually get
through to the thing properly, the line is error free. I'll assume from this

that there's nothing wrong with my cabling. Anyone else experience something similar? What'd you do about it?

-- Howard Chu
hyc@umix.cc.umich.edu
ihnp4!umich!umix!hyc

From -4895029626987160090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5a4c88cf0c0f09b5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-15 14:23:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!decwrl!kaoa01.dec.com!curzon
From: curzon@kaoa01.dec.com
Newsgroups: net.micro.atari8
Subject: BINARIES-Kermit 1030/xm301 (runtime vers)
Message-ID: <5367@decwrl.DEC.COM>
Date: Mon, 15-Sep-86 17:23:04 EDT
Article-I.D.: decwrl.5367
Posted: Mon Sep 15 17:23:04 1986
Date-Received: Tue, 16-Sep-86 18:50:19 EDT
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 1400

In response to several requests, and the also the silence lately in this newsgroup, this is the binary file for Jack Palevich's Kermit. (Runtime version for xm301/1030, with the xm301 driver - no cartridge required)

PS. does anyone have Action! source code for XMODEM send and receive??

To set the record straight, the author did actually put a copyright notice on the source code, but made it clear that it was only preventative... ie: no one could profit from it. He specified it could be distributed free of charge...

If any want more clues, here's how to proceed:

1) capture the HEX file attached onto your Atari disk under any file name.

2) enter Mr Fleysher's trusty basic program HEXBIN.LIS using the ENTER command under your ATARI basic cartridge.

3) run...this will be a longer run than some fall TV series, so don't hold your breath... (go talk to your wife for a change).

4) the output file should be called AUTORUN.SYS on a DOS 2.5, or 2.0 disk

5) boot the disk and try it out

Notes: - the phone list baud rate is 'inert' for xm301/1030 modems;
the first significant character is "#", where the number to
dial is found. Any identification you place before the "#"
is ignored.

- the VT52 emulation is pretty low level; for instance, you
can forget the cursor keys ... you have to type instead
the actual escape sequence - escape followed by (CAPITAL) A,
B, C, or D. Delete is Control-BS ; the delete/bs key itself
does a backspace. For other escape sequences (for instance
those generated by a numeric keypad) check a vt52 escape
sequence card.

- maybe somebody will substitute the 80 column screen driver
posted here by Michael Jenkins sometime ago, add VT100
features, etc etc etc. ... not to take anything
away from the scrolling 80 columns here... its masterfully done,
but not easy for more than a few minutes. If possible I tell my
host VMS system that I have 40 columns (SET TER/WI=40), and
forget about the scrolling.

- Re Kermit's famous ability to transfer more than one file
at a run, using wildcard filespecs: Bear in mind the Atari
DOS is the limiting factor here; use wildcarding and filenames
that are accepted by Atari DOS.

;------------hexbin.lis-------------- [enter from Atari Basic]

```
1 REM HEXBIN 1.1, DECEMBER 1984
2 REM -- BY DAN FLEYSHER --
3 REM (FLEYSHER.WBST@XEROX)
4 REM THIS BASIC PROGRAM CONVERTS A
5 REM HEXADECIMAL TEXT FILE CREATED
6 REM BY COMPANION PROGRAM BINHEX
7 REM BACK INTO ITS ORIGINAL BINARY
8 REM FILE FORMAT.  THE CHECKSUM AT
9 REM THE END OF THE INPUT HEX FILE
10 REM IS VERIFIED.
11 REM
20 DIM FILEIN$(15),FILEOUT$(15)
30 BUFSIZ=37:DIM BUF$(BUFSIZ)
40 ASCA=ASC("A"):ASCF=ASC("F"):ASC0=ASC("0"):ASC9=ASC("9")
50 ? "}             HEXBIN 1.0":? :?
60 TRAP 60:? "INPUT FILENAME";:INPUT FILEOUT$
70 IF FILEOUT$<>"" THEN 90
80 FILEOUT$="D:HEXFILE.TXT":? "               ";FILEOUT$:GOTO 100
90 GOSUB 1000
100 FILEIN$=FILEOUT$:?
110 TRAP 110:? "OUTPUT FILENAME";:INPUT FILEOUT$:GOSUB 1000:?
120 TRAP 40000:SUM=0
130 OPEN #4,4,0,FILEIN$:OPEN #5,8,0,FILEOUT$
140 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):IF LBUF<7 THEN 140
```

```
142 FOR I=1 TO LBUF-6:IF BUF$(I,I+6)=".START." THEN 146
144 NEXT I:GOTO 140
146 POP :? "       STARTING FILE CONVERSION"
150 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):EVENODD=0:REM EVEN=0
155 IF LBUF=0 THEN 150
160 FOR I=1 TO LBUF
170 HEX1=ASC(BUF$(I,I))
180 IF HEX1>=ASC0 AND HEX1<=ASC9 THEN HEX1=HEX1-ASC0:GOTO 200
190 IF HEX1>=ASCA AND HEX1<=ASCF THEN HEX1=HEX1-ASCA+10:GOTO 200
192 IF LBUF<I+5 THEN GOTO 240
194 IF BUF$(I,I+5)=".STOP." THEN 260
196 GOTO 240
200 EVENODD= NOT EVENODD
210 IF EVENODD THEN BYTE=HEX1:GOTO 240
220 BYTE=(16*BYTE)+HEX1
230 SUM=SUM+BYTE:PUT #5,BYTE
240 NEXT I:IF EVENODD THEN ? "ERROR - MISSING 1 OR MORE NIBBLES"
250 GOTO 150
260 POP :TRAP 40000:IF SUM=VAL(BUF$(I+6)) THEN ? "CHECK SUM VERIFIED.":? :GOTO 330
270 ? "CHECK SUM ERROR:":GOTO 320
310 ? "PREMATURE END OF FILE - NO CHECK SUM:"
320 ? "  COMPUTED CHECK SUM = ";SUM
330 CLOSE #4:CLOSE #5
340 END
1000 IF LEN(FILEOUT$)<3 THEN GOTO 1040
1010 IF FILEOUT$(1,2)="D:" THEN RETURN
1020 IF LEN(FILEOUT$)<4 THEN GOTO 1040
1030 IF FILEOUT$(1,1)="D" AND FILEOUT$(3,3)=":" THEN RETURN
1040 BUF$=FILEOUT$:FILEOUT$="D:":FILEOUT$(3)=BUF$:RETURN
;-----------------end of hexbin.lis


;-------start of KBIN.HEX kermit 1030 binary----
;-------use as input to hexbin.lis; output filename AUTORUN.SYS
.START.
FFFF001EFB1EA91EED1E17200E1FA620B620
4C101E00A9988DE702A9288DE802203C2720
7F24A0FF8C42048C52048C4F04AD500448C8
8C500420AA23688D5004A508F00DA9108D42
04A2048E4F0420DC23A900A8990004C810FA
A9518D42048D52048D4F0420AA23201B25A2
008E4204BD1A03F00CC954F008E8E8E8E020
90F060A9549D1A03A9009D1B03A91E9D1C03
A508D019A50C8D9527A50D8D9627A91D850C
A91E850DA9008D972718606C952720382420
AF24AD42041003A09660A52AA8290CD0034C
511F98099029FE8D4204A9008507207F2420
9125A9598D5204A20220AC23902C201B25A0
008C4204888420A08B60203824AD4204F016
207925A9518DFC1EF71F520420AA23201B25
A9008D42048D08D2A001602038248D5204AE
5104D016A607F059C91BF006C99BD026F005
A9808D5104A001601040C91BF0F7AD42044A
```

AD52049004C959D00938E9419004C91A9010
A9008D5104AD450409018D4504A08460AABD
712118698B8D4A04A92169008D4B04A9008D
5104A0016C4A04AD42042908D003A08760AD
42044AB0CAAD43042930A8F004C920B034AD
5204C99BD017AD43042940F00CA90D20C41F
100160A90AD017A90DD013C010F004297F10
0BC9209004C97D9003A001608D5204AD4304
2903F01EC903F012A820AC2520A125982902
F004900C1002B008AD52040980 8D5204205B
24204924AD0104C93FB0F81FF320F378AC49
04AD520499020420B5258D4904EE0104AD50
04D00320872558A00160203824AD42042904
D003A08360AD42044A90034C511F58205B24
20492478AC4704CC4604F0F0B998278D5204
20BE258C4704CE000458AD43044A4A2903F0
23C903F01CA8AD520420A125982902F00490
0E1002B00AA621A9200D45048D450420AC25
AD43042930C9209006AD5204A00160A820AC
25C90DD004A99BD00FC000F00BC9209004C9
7D9003AD4C04A00160AD42044A2940F005B0
034CF5214C511FA092602C0ED210036C9327
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788D7176A9E58D70764C1179ADC0374903F0
034C11794C0779026F6EA9798D7176A9048D
70764C2779122050202D2050617269747920

282553292545AD717685A3AC7076A279A914
20DF334C4E79145E53202D20536176652070
6172616D6574657273A279A93920DB314C6F
79165E52202D20526573746F726520706172
616D74657273A279A95820DB31ADC83720EF
43A5A18D7176A5A08D70764CA07916202A20
2D204465627567204D6F6465202825532925
45AD717685A3AC7076A279A98920DF334CD1
791E2051202D20517569742028626163 6B20
746F20436F6D6D616E6473292545A279A9B2
20DF334CF37917506172616D657465722074
6F206368616E6765202D3E20A279A9DB20DF
33A901203032A5A08D6F76AD6F76205944A5
A08D6F76AD6F76202044A5A0D0034C227AAD
6F76205132AD6F764941F0034C467AADA837
4908F0034C3E7AA97F8DA8374C437AA9088D
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90034C817AA0018CB4374CB87BAD6F76492A
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6F764951F0034CB87A4CAD7A057569742545
A27AA9A720DF33604CB87BAD6F764946F003
4CD67A38A901EDF0378DF037A900EDF1378D
F1374CB87BAD6F76494CF0034CF57AEEBC37
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90034C117BA0008CB0374CB87BAD6F76494D
F0034C307BE652A902C55290034C2D7BA000
84524CB87BAD6F764950F0034C4F7BEEC037
A903CDC03790034C4C7BA0008CC0374CB87B
AD6F764949F0034C6E7BEEB837A904CDB837
90034C6B7BA0018CB8374CB87BAD6F764913
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B37B4CA67B09526573746F72696E67A27BA9
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5B438D3330A90D8DD437A9238DD8378CE537
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776172642050616C6576696368A27CA93520
DB3120363F4C887C222D204665656C206672
656520746F20636F70792074686973207072
6F6772616D202DA27CA96520DB312072754C
987C024B3AA90485A3A90085A4A07CA295A9
0120B13120B73FA5A0D0034CED7C4CCC7C15
505245535320414E59204B455920544F2045
584954A27CA9B620DB31A9FF8DFC02ADFC02

```
49FFF0034CE57C4CD87CA9FF8DFC024CDC7F
20993F4C077D1325452545436F6D6D616E64
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314C5B7D212043202D20436F6E6E65637420
28746F2072656D6F746520636F6D70757465
7229A27DA93920DB314C747D0E2044202D20
4D6963726F2D444F53A27DA96520DB314C9F
7D202046202D2046696E697368202872656D
6F7465207365726572206572206D6F646529A27D
A97E20DB314CC27D182048202D2048616E67
20757020287468652070686F6E6529A27DA9
A920DB314CF17D242050202D20506172616D
657465727320286963726F7065637420616E64
206368616E676529A27DA9CC20DB314C117E
152052202D20526563656976652028612066
696C6529A27DA9FB20DB314C2E7E12205320
2D2053656E642028612066696C6529A27EA9
1B20DB314C547E1B2051202D205175697420
286261636B20746F20444F532925452545A2
7EA93820DF334C6A7E0B436F6D6D616E6420
2D3E20A27EA95E20DF33A901203032A5A08D
BB7BADBB7B205944A5A08DBB7B4C937E0941
4344464850525351A07EA289ADBB7B20D03E
A5A0D0034C717EADBB7B205132ADBB7B4941
F0034CD97E4CC07E0875746F2D6469616CA2
7EA9B720DB3120506FA5A04901F0034CD67E
203D6C4CD67FADBB7B4943F0034CFA7E4CED
7E066F6E6E656374A27EA9E620DB31203D6C
4CD67FADBB7B4946F0034C1A7F4C0D7F0569
6E697368A27FA90720DB3120C9624CD67FAD
BB7B4948F0034C3B7F4C2E7F06616E672075
70A27FA92720DB3120D0424CD67FADBB7B49
44F0034C587F4C4B7F026F73A27FA94820DB
312093734CD67FADBB7B4951F0034C767F4C
697F03756974A27FA96520DB314CD97F4CD6
7FADBB7B4950F0034C9A7F4C8D7F09617261
6D6574657273A27FA98320DB312072764CD6
7FADBB7B4953F0034CB87F4CAB7F03656E64
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F0034CD67F4CCC7F06656369657665A27FA9
C520DB31203F564CF07C20A23FA90120E831
6060E202E302BE7B
.STOP.2415770


;----- CUT HERE -----END OF HEX LISTING


From -8166138287807720043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5a10d03fc98ca81d,start
```

X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-15 18:17:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!sri-spam!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: RAMDisks and SpartaDOS
Message-ID: <8609160117.AA19015@umix.cc.umich.edu>
Date: Mon, 15-Sep-86 21:17:38 EDT
Article-I.D.: umix.8609160117.AA19015
Posted: Mon Sep 15 21:17:38 1986
Date-Received: Tue, 16-Sep-86 20:44:30 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 17

Hello,
     I got most of my other problems worked out. I'm now happily tele-computing at 1200 baud on a UltraSpeed 1050 drive, using SpartaDOS 3.2c. The problem I reported before with the modem was really the fault of using the wrong R: handler. Getting the right one was trivial.
     My question now is - how many of you have installed the Newell 256K RAM upgrade to your 800XLs, and how many of *you* use SpartaDOS? Do you have a RAMDisk driver that supports the Newell upgrade? The RD programs that come with SpartaDOS only support the RAMBO XL upgrade and one by Claus BuchHolz which was printed up in Byte magazine. Naturally ICD, the people who created/publish SpartaDOS, and who manufacture/distribute RAMBO, don't seem too enthusiastic about supporting a competing upgrade. Anyone gotten around this difficulty?
     Thanks in advance for any suggestions...
  -- Howard Chu
     hyc@umix.cc.umich.edu
     ihnp4!umich!umix!hyc

From -4021023129839981234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5021d667d117e4f3,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-15 21:44:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: parallel interface schematic for 800XL
Message-ID: <8609160429.AA11683@mitre-bedford.ARPA>
Date: Tue, 16-Sep-86 00:44:30 EDT
Article-I.D.: mitre-be.8609160429.AA11683
Posted: Tue Sep 16 00:44:30 1986
Date-Received: Tue, 16-Sep-86 09:22:34 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 7

John McLaughlin and one other person requested a copy of the schematic to the homebrew general purpose interface board for the 800XL. Would the other person please re-identify yourself and send me your mailing address so I can send you the copy? John M, I have your address still on file.

-John Sangster
jhs@mitre-bedford.arpa

From 6009095339480398996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,87000df905b98458
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-15 23:17:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!ut-sally!joe
From: joe@ut-sally.UUCP (Joe Hitchens)
Newsgroups: net.micro.atari8
Subject: Re: Communications Software
Message-ID: <5737@ut-sally.UUCP>
Date: Tue, 16-Sep-86 02:17:40 EDT
Article-I.D.: ut-sally.5737
Posted: Tue Sep 16 02:17:40 1986
Date-Received: Tue, 16-Sep-86 05:53:31 EDT
References: <8609100057.AA01807@mitre-bedford.ARPA>
<8609100249.AA22828@umix.cc.umich.edu>
Organization: University of Texas at Austin
Lines: 23
Summary: Vterm 80 (sliding) column vt52 emulator with xmodem

I have written a vt52 terminal emulator for the 8-bits that has xmodem,
but no kermit.
The 80-columns is achieved with a horizontal scroll.
It is called VTERM, and it is free.

Perhaps of more interest though is that it contains 2 handlers. One called
V: which is a screen output device which does the vt52 emulating.
And one called R: which is used when you have a 1030. This emulates a smart-
modem for the 1030. It allows you to use the 1030 exactly like it was an
850 with a smartmodem hooked up to it. Just use it instead of loading the
normal 850 handler boot file. It also operates the same as the 850 handler.
You just open it up to talk to the modem, then close it when you want to do
serial I/O with the disk drive or whatever. It is so much like the
850 handler/850/smartmodem combination in operation, that most other
terminal programs can use it unchanged. It allows you to use the 1030 where
you wouldn't normally be able to.

Both handlers can be used indepentent of the Vterm program.

I am using this program now. I have an 850 and a smartmodem on it now, but
when I wrote it I was using the 1030 setup. (I have just graduated to 1200 is
all).

j.h.

From -4009755233800811063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2728ba22c516abdb,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-16 08:10:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!XEROX.COM!Denber.wbst
From: Denber.wbst@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Re: avatex modems 1200, 1200hc
Message-ID: <860916-081134-6692@Xerox>
Date: Tue, 16-Sep-86 11:10:00 EDT
Article-I.D.: Xerox.860916-081134-6692
Posted: Tue Sep 16 11:10:00 1986
Date-Received: Tue, 16-Sep-86 21:59:00 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

I've used three different Avatex 1200's and they all worked fine. They
also (surprisingly) have excellent noise immunity - better than the
other modems I've tried, including the Anchor Automation Express,
Multitech 1200, and Prentice Popcom X-100. At our location about a mile
from a 5KW AM broadcast station, we can hear the radio on the phone, but
I got no noise at all with the Avatex's. The others all showed sporadic
{'s.

               - Michel

From 6586881444419314878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,de3537ee7b6e30ce,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-16 08:51:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!qantel!ihnp4!wucs!sfk
From: sfk@wucs.UUCP (Steve Karasek)
Newsgroups: net.micro.atari8
Subject: 130XE Ram Disk problem
Message-ID: <1766@wucs.UUCP>
Date: Tue, 16-Sep-86 11:51:40 EDT
Article-I.D.: wucs.1766
Posted: Tue Sep 16 11:51:40 1986
Date-Received: Wed, 17-Sep-86 08:16:19 EDT
Organization: Washington U. in St. Louis, CS Dept.
Lines: 15
Keywords: HELP!

I want to make a lot of copies of a disk, so I tried putting it on the RAMdisk
and then using DUPLICATE DISK from DOS 2.5 with source 8 and destination 1.
The DOS manual says that this can be done, although the disk will only have
499 sectors, which is fine. However, the disk gets formatted with 707 free
sectors, and then I get an error 138 (Device Timeout) after about 2 minutes.
It sounds like a lot of copying occurs, but the directory shows up empty.
Is there a way around this problem? Is my copy of DOS bad? Thanks in advance.

                          Steve Karasek (sfk@wucs.UUCP)
--

Steven Karasek   sfk@wucs.UUCP
Box 1045 Washington University   (ihnp4!wucs!sfk)
St. Louis, MO 63130   USA   (314)-889-5098

From -7702369846042838391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5021d667d117e4f3
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-16 10:04:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: parallel interface schematic for 800XL
Message-ID: <8609161704.AA20954@umix.cc.umich.edu>
Date: Tue, 16-Sep-86 13:04:34 EDT
Article-I.D.: umix.8609161704.AA20954
Posted: Tue Sep 16 13:04:34 1986
Date-Received: Wed, 17-Sep-86 06:25:29 EDT
References: <8609160429.AA11683@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

I also requested a copy...
  I'm at:
  350 Thompson, #105
  Ann Arbor, MI 48104

  -- Howard
     hyc@umix.cc.umich.edu
     ihnp4!umich!umix!hyc

From -2482597822612545466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5021d667d117e4f3
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-16 13:13:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!

XEROX.COM!"Dominic_Campagna.WBST147"
From: "Dominic_Campagna.WBST147"@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Re: parallel interface schematic for 800XL
Message-ID: <860916-131357-7031@Xerox>
Date: Tue, 16-Sep-86 16:13:19 EDT
Article-I.D.: Xerox.860916-131357-7031
Posted: Tue Sep 16 16:13:19 1986
Date-Received: Wed, 17-Sep-86 06:21:20 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

I WOULD BE INTERESTED IN OBTAINING A COPY OF THE SCHEMATIC FOR MY 800XL
IF IT WOULDN'T BE TOO MUCH TROUBLE. MY ADDRESS IS:
XEROX CORP
800 PHILLIPS ROAD
MAIL STOP 0147-59C
WEBSTER, N.Y. 14580

THANKS - DOMINIC

From 5656860630594106796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5a10d03fc98ca81d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-16 13:28:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!D.ISI.EDU!DYOUNG
From: DYOUNG@D.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: RAMDisks and SpartaDOS
Message-ID: <8609170232.AA01191@ucbvax.Berkeley.EDU>
Date: Tue, 16-Sep-86 16:28:33 EDT
Article-I.D.: ucbvax.8609170232.AA01191
Posted: Tue Sep 16 16:28:33 1986
Date-Received: Wed, 17-Sep-86 06:24:48 EDT
References: <8609160117.AA19015@umix.cc.umich.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 32

Both Newell and I support the Rambo XL with our software. MYDOS, which
comes with the 256KXL, is flexible enough to support it, the 256KXL, and
AXLON compatible ram upgrades. The same is true of my OmniWriter.
Since the differences between these upgrades are very small for ramdisk
applications, there is no reason not to support them all except if you
need a marketing gimmick to help sell an inferior product.

Just this week Gord Spielmann of Oshawa, Ontario wrote to me with a
patch that is supposed to do the trick. He writes:

For the SpartaDos RD.COM file, the changes are on sector 148. The original file contains the following byte sequence:

60 64 68 6C 20 24 28 2C ...

For the 256KXL this has been changed to:

60 64 68 6C 40 44 48 4C 00 04 08 0C 20 24 28 2C ...

I don't know if this patch works since I have not tried it. Let me know if anybody has a problem with it.

By the way, OmniCom, my VT100/Kermit/XMODEM package, is almost ready for distribution to the net. I will be putting it on a <DUMMY> directory on our host that anyone can access via FTP without a password. The only requirement is OMNIVIEW for the 80 column output. Send me your mailing address is you need more info on OMNIVIEW. I will let everyone know when OmniCom is ready to be fetched.

David Young

From -1543163697744151613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f434b050628d7a0c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-17 09:09:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!decwrl!kaoa01.dec.com!curzon
From: curzon@kaoa01.dec.com
Newsgroups: net.micro.atari8
Subject: VTERM, KERMIT, ETC.
Message-ID: <5405@decwrl.DEC.COM>
Date: Wed, 17-Sep-86 12:09:58 EDT
Article-I.D.: decwrl.5405
Posted: Wed Sep 17 12:09:58 1986
Date-Received: Fri, 19-Sep-86 23:01:31 EDT
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 18

  Re: Joe at U of Texas, Vterm program.

  If at all possible, can you post the source to this group? Your program sounds very interesting... Is it in Action or ML?

  And... does the R: device implement just a subset of the 1030 command set, or the whole thing?

  Last evening I worked Michael Jenkins A: device (Action code he submitted

to this group) into the Palevich Kermit program. That gives 80 columns in 4 bit wide characters, so no scrolling is necessary. For some reason, after I logged onto a VMS system, my K: device stopped responding. I had to hit the break key after each keystroke, before I could hear the keyclick and transmit the character. Worked fine on other systems, though... (I trust the cause will dawn on me sometime... something to do with the host escape sequences??)
                Richard Curzon.

From -7763973439164165339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5a10d03fc98ca81d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-17 10:30:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: RAMDisks and SpartaDOS
Message-ID: <8609171730.AA28238@umix.cc.umich.edu>
Date: Wed, 17-Sep-86 13:30:52 EDT
Article-I.D.: umix.8609171730.AA28238
Posted: Wed Sep 17 13:30:52 1986
Date-Received: Fri, 19-Sep-86 22:57:49 EDT
References: <8609162247.AA24050@umix.cc.umich.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Thanks very much for the info, the patch works. Fixing the files was
a breeze using OmniMon! I don't need to use it every day, but when I
need it, I'm glad it's there...
  -- Howard Chu
     hyc@umix.cc.umich.edu
     ihnp4!umich!umix!hyc

From 5494874606569397361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6392de60c4db7b65,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-17 12:32:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!caip!clyde!cbatt!ihnp4!drutx!gfs
From: gfs@drutx.UUCP (SkinnerGF)
Newsgroups: net.micro.atari8
Subject: what is this parallel int'fc schematic?
Message-ID: <1341@drutx.UUCP>
Date: Wed, 17-Sep-86 15:32:10 EDT
Article-I.D.: drutx.1341
Posted: Wed Sep 17 15:32:10 1986
Date-Received: Fri, 19-Sep-86 23:39:12 EDT

Organization: AT&T Information Systems Laboratories, Denver
Lines: 4

I have seen reference to this on the net.
Who is offering it and what does it do?
I seem to have missed the original article.
thanks... drutx!gfs

From -8483436794643320744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5a10d03fc98ca81d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-17 13:34:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: RAMDisks and SpartaDOS
Message-ID: <8609172019.AA07398@mitre-bedford.ARPA>
Date: Wed, 17-Sep-86 16:34:15 EDT
Article-I.D.: mitre-be.8609172019.AA07398
Posted: Wed Sep 17 16:34:15 1986
Date-Received: Fri, 19-Sep-86 22:58:24 EDT
References: <8609171730.AA28238@umix.cc.umich.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 6

Howard:

AMEN to your comments on OmniMon. It sure makes life easier when it's code
patching (or disk patching) time!

-John S.

From 3547595446713460253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,605e91f4fa77fd84
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-18 06:51:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: DOS 2.5
Message-ID: <5833@topaz.RUTGERS.EDU>
Date: Thu, 18-Sep-86 09:51:39 EDT
Article-I.D.: topaz.5833
Posted: Thu Sep 18 09:51:39 1986
Date-Received: Fri, 19-Sep-86 22:51:44 EDT
References: <1026@mhuxl.UUCP>

Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 12
Cc: appelbau

yes I do. Send me a blank disk and I will copy it for you or anybod
else who wants it.

My address is:
Marc Appelbaum
LPO 13089
CN 5064
New Brunswick, NJ 08903
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!appelbau

From -508955953117638132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fd71273d7ad441c4
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-18 06:53:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: hardware addons
Message-ID: <5834@topaz.RUTGERS.EDU>
Date: Thu, 18-Sep-86 09:53:08 EDT
Article-I.D.: topaz.5834
Posted: Thu Sep 18 09:53:08 1986
Date-Received: Fri, 19-Sep-86 22:51:57 EDT
References: <1802@mmintl.UUCP>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 6
Cc: appelbau

According to the Ocotber ANALOG the XEP 80 (Atari's 80 column board)
should be out for XMAS.
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!appelbau

From -3833962719164928876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,22feb6d112050c89,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-18 15:20:53 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!SU-SCORE.ARPA!BILLW
From: BILLW@SU-SCORE.ARPA (William "Chops" Westfield)
Newsgroups: net.micro.atari8
Subject: old Archives moved from Score.
Message-ID: <12240009605.21.BILLW@Score.Stanford.EDU>
Date: Thu, 18-Sep-86 18:20:53 EDT
Article-I.D.: Score.12240009605.21.BILLW
Posted: Thu Sep 18 18:20:53 1986
Date-Received: Sat, 20-Sep-86 00:36:54 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

Due to disk space limitations, old archives of the info-atari mailing
list have been moved to the Stanford CSDCF file server machine, where
they can be gotten at short notice if necessary. the files affected
are the archives for 1981 through 1985...

Bill Westfield

From 594464864002888095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1a2af30ee0fe5198,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-18 18:02:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!cmcl2!lanl!unm-la!peter
From: peter@unm-la.UUCP (bill peter)
Newsgroups: net.micro.atari8
Subject: Rhapsody for the 800 XL...
Message-ID: <426@unm-la.UUCP>
Date: Thu, 18-Sep-86 21:02:35 EDT
Article-I.D.: unm-la.426
Posted: Thu Sep 18 21:02:35 1986
Date-Received: Sat, 20-Sep-86 01:37:35 EDT
Distribution: net
Organization: Lishkat Giyus Vacations Ltd.
Lines: 36

Hello. A few weeks ago I asked some newsgroups about a computer to buy
for my 3-year old. After doing a lot of research, I finally decided on
the Atari 800 XL.

A few days ago, I got the machine, showed my son how to play a few games...
And guess what? For a guy who loves Cray XMP-48s, Suns, and Macintoshes,
I LIKE THE ATARI MYSELF!! In fact, I'm quite taken by it! At $1 a
kilobyte, and with nice graphics, it's really a pleasant machine (much better
than a C164 or one of those terrible PCjrs). However, I have a few questions,
and would appreciate it if some people could set me straight on a few
points....

1. What fun stuff can technical types do with their machines? Are all these Rambo XLs really something neat? Are their books around showing neat hardware things one can do? What types of fun software is there around (note: for serious stuff I am still married to my Mac....)

2. Is the public domain software good enough to justify buying a disk drive? What's the best one to buy?

3. What mail-order places is it best to avoid? What are the best games to play for a child? Does the monitor cable really improve the image over the antenna? Where can I find out about how to make an RGB input/output?

4. Is it fun taking the thing apart? (Hell, for $69, I can buy three of them!)

Thanks in advance for any replies. By the way, I could not resend mail to some of you last time; thanks for your comments, it really helped.
--

bill peter

Los Alamos National Laboratory ihnp4!lanl!wkp
University of New Mexico ihnp4!lanl!unm-la!peter

From 8367862010667704544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b26df5237de6e361,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-19 10:01:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: This'n'that
Message-ID: <8609191701.AA08154@umix.cc.umich.edu>
Date: Fri, 19-Sep-86 13:01:47 EDT
Article-I.D.: umix.8609191701.AA08154
Posted: Fri Sep 19 13:01:47 1986
Date-Received: Sat, 20-Sep-86 01:54:56 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 40

Hmmm - I just saw this message floating by about relocating the Info-Atari file archives. *What* archives? I never heard of these - where were they, where are they, what do they contain, and how can I get to them?

I've been diddling around with my Kermit source code, and I've got some ideas for "convenience" style improvements. I'll list what I plan to do, and if you have helpful suggestions or criticisms, I'd like to hear 'em...

1st - I've added a <break> key. (Thanks to David Young for telling me
how true break worked...)

2nd - After perusing the Kermit protocol manual, I've thought about adding
sliding windows and long packets. So far, though, very few other
Kermits support this. Is it useful enough to be worth the effort?

3rd - I really like the TDLINE command in SpartaDOS. I figure a line like
<connect time> <date> <actual time>
would be really nice at the top of the screen. This'll go in pretty
soon...

4th - Those 80 column drivers are nice, in monochrome, but I think 64 is
more reasonable for the Atari screen. Does anyone have info on a
64 column screen handler? The scrolling 40 in Kermit right now is just
a bit less than bearable....

5th - This should be a simple enough change - upgrading from VT52 to Heath 19
emulation. This will also go in fairly soon.

6th - A scrolling conversation buffer. I've thought a bit about this, and
it seems simple enough to do. The Kermit display list already has to
use a Load Memory instruction to handle horizontal scroll, this would
just add another offset to point into a large buffer.
(I'd like comments on desired implementation, though. I figure 6-10
screenfulls of buffer space could be squeezed out...)

Hm... I guess that's about it right now. Naturally I'm open to any help you
could provide...

-- Howard Chu
hyc@umix.cc.umich.edu
ihnp4!umich!umix!hyc

From -5513927780000305504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,38258eaf534b0de9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-19 10:23:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!qantel!ihnp4!ihuxl!njd
From: njd@ihuxl.UUCP (DiMasi)
Newsgroups: net.micro.atari8
Subject: OMNIVIEW - usage with various monitors
Message-ID: <1946@ihuxl.UUCP>
Date: Fri, 19-Sep-86 13:23:42 EDT
Article-I.D.: ihuxl.1946
Posted: Fri Sep 19 13:23:42 1986
Date-Received: Sun, 21-Sep-86 18:43:14 EDT
Distribution: na
Organization: AT&T Bell Labs, Naperville, IL
Lines: 41

*** RELINE THIS PLACE WITH YOUR MESS ***

I am on the verge of purchasing CDY's OMNIVIEW 80-column chip for my 130XE, especially since CDY now advertises that an 80-column terminal emulator is included with it, but I am a bit concerned about the possibility that I will not be able to read the 80-column display on my composite color monitor (an AMDEK Color-1 Plus). RGB monitors have become very affordable recently, but the 130XE (like all other 8-bit Ataris) lacks an RGB monitor output. I have heard that composite monitors exist which have a monochrome high-resolution setting, but I have not been able to find one by looking in stores or in ads by mail-order outfits.

So, I would appreciate any information anyone may have on any of the following:

1. CDY recommends that a non-composite monitor be used with OMNIVIEW for "serious" 80-column work. Some time ago (last year?) someone posted an article saying that he could easily read OMNIVIEW's display on his TV set! Does anyone else have any experience with reading the display on TV sets, composite monitors, monochrome monitors, etc?

2. Does anyone know of any composite monitors with a "high-res" monochrome mode that are currently available? Is there any way to "tweak" a composite monitor to make it display "high-res" monochrome?

3. Does anyone know if a commercial "box" exists to convert composite video output to RGB (somehow, I doubt it)? Failing that, has anyone ever built one? If so, how well does it work (resolution, etc.)? Are modifications to any circuits inside the computer required? Can I get plans (please keep in mind that I have no experience in building circuits straight from schematics)? Do the other graphics modes (I understand that OMNIVIEW uses GR. 8) look any better on an RGB monitor than on a composite monitor? BTW, thanks to John Sangster at MITRE for letting me know about the existence of the SIGNETICS chip.

I realize that there are a lot of questions here. So, if I receive replies by mail, I will summarize to the net.

Thanks in advance,
Nick DiMasi {:-{)>
..!ihnp4!ihuxl!njd

From -2744514757352696954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6392de60c4db7b65
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-19 12:37:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8

Subject: Re: what is this parallel int'fc schematic?
Message-ID: <8609191639.AA29880@mitre-bedford.ARPA>
Date: Fri, 19-Sep-86 15:37:07 EDT
Article-I.D.: mitre-be.8609191639.AA29880
Posted: Fri Sep 19 15:37:07 1986
Date-Received: Sat, 20-Sep-86 01:57:02 EDT
References: <1341@drutx.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 38

A friend of a cousin of mine in Huntsville AL has designed himself a little interface board to go on the 800XL parallel bus connector, based on information my cousin supplied him on the pinouts of that connector. The interface is a simple starting point for hanging gadgets on the bus and in the process learning more about how to go about it.

My cousin has supplied me with a schematic diagram of what his friend built, and I offered to send copies to those interested. The schematic is in the form of five pages, each showing a fairly simple section of the interface. There is also a page showing the bus pin connections, and I have now added a page of explanation of how to use the information.

The movie version will be coming out later in the year.

To make it work, you would have to understand how the sections are hooked together and make sure that all details are worked out correctly. For example, if you want the serial port(s), you would need to fill in some details on how to divide the clock signal down to the baud rate. This means deciding how to hook up the pins of two chips not shown on the existing diagram. Not a big problem, and I will try to make sure that anybody who really wants to build one gets all the information needed. But it is definitely not a Heathkit type project with everything all spelled out. If you are not experienced in digital system design there will be a few things to learn. You might also find more detailed information and construction projects in some of the Atari magazines or in Ciarcia's column in BYTE.

Then there is the matter of driver software. Once you have built the thing, it won't DO anything unless you have a software driver to run it. Since it is non-standard (it isn't even on the SIO bus), somebody will have to write it. Or I can try to get a copy of the driver my friend's cousin wrote.

I would sum up by saying that if what you want is both an interface and a detailed understanding of how it works and how to modify and extend it, then this is for you. If you just want an interface and don't want to have to think a lot to get it working, then it would be better to buy what you want.

-John Sangster
jhs@mitre-bedford.arpa

From -2469800173243835370
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,e64bec8f7327a1b0,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-19 20:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!cmcl2!acf4!phinn
From: phinn@acf4.UUCP (Jorge F. Phinn)
Newsgroups: net.micro.atari8
Subject: Debuggers...
Message-ID: <10080001@acf4.UUCP>
Date: Fri, 19-Sep-86 23:23:00 EDT
Article-I.D.: acf4.10080001
Posted: Fri Sep 19 23:23:00 1986
Date-Received: Sat, 20-Sep-86 05:44:44 EDT
Organization: New York University
Lines: 6

  Is there a good debugger (preferably a symbolic one) that is in public domain?
  Or has anyone typed in the one in the old ANALOG? Is it any good? Does it work "as advertized"?

Jorge.

From -4338910505633461885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,306b06f702d0381b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-19 21:59:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!sri-spam!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: message received from michael farkas
Message-ID: <8609200456.AA13078@mitre-bedford.ARPA>
Date: Sat, 20-Sep-86 00:59:34 EDT
Article-I.D.: mitre-be.8609200456.AA13078
Posted: Sat Sep 20 00:59:34 1986
Date-Received: Sat, 20-Sep-86 05:42:56 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 7

Michael:

I have been unable to figure out a return path, but I got your message and will send what you requested. If you can advise me how to send it, I have some advance info to e-mail to you.

-John S.

From 29943792418987433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f434b050628d7a0c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-19 23:53:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!ut-sally!joe
From: joe@ut-sally.UUCP (Joe Hitchens)
Newsgroups: net.micro.atari8
Subject: Re: VTERM, KERMIT, ETC.
Message-ID: <5753@ut-sally.UUCP>
Date: Sat, 20-Sep-86 02:53:52 EDT
Article-I.D.: ut-sally.5753
Posted: Sat Sep 20 02:53:52 1986
Date-Received: Sat, 20-Sep-86 05:45:28 EDT
References: <5405@decwrl.DEC.COM>
Organization: University of Texas at Austin
Lines: 47
Summary: VTERM and associated handlers.

VTERM is written in pure ML. It works with any DOS.
It has quite a few commands. I should add it is command driven rather than menu driven. All the FMS funtions are available except format. (Just haven't gotten around to it yet.)
It is currently about 10K long. (If you don't have a 1030/XM301, about 2K of that is not needed.) It has a buffer about 16K at the moment. With Atari DOS, you can move it down and get about a 22K buffer.

It is a good vt52 emulator but has various switches to alter some things like appending line-feeds or not, duplex etc.
It includes a switch so you can use the atari screen if you need it.
The scrolling 80 columns is similar to the Pavelich flavor, but a bit different in motion. (hard to describe).
It has xmodem and straight upload and capture stuff.
It works with the 850 handler at 300, 1200, 2400 and 9600 baud.

The neat part about it is that it actually consists of several separate files.
One is the VTERM program. One is a vt52 screen handler (V:), another is a handler that emulates a smartmodem for the 1030/XM301 modems (R: when used), and the normal 850 boot file. (and an ascii character set.)
Vterm itself does not emulate a vt52. V: does. VTERM opens a channel up to V: and outputs to it. You can use V: like any other device. One interesting thing to try is capturing a modem session in the buffer, then saving it to V:, ("save v:" in VTERM), and watching it come out on the screen exactly as everything happened only at warp speed. I saved a "talk" session like that once, very interesting. :-) .
Anyway, there is no reason you can't take V: out of vterm and use it with any thing else you heart so desires.
Same with the 1030 handler.
Now this one I am proud of. This handler emulates a smartmodem connected to an 850 interface. Most any other 850 program will work with it. (I used to use the normal 850 chameleon with it). All you do is open a channel to R:

(as though this R: were the 850 R:), and type to and from it.
You want to dial your 1030? Try typing "atdt 123-4567" to the R: device.
Hang up? "ath". You no longer need a special "1030 version" of a program
to do anything.
This too can be removed from VTERM.

I have seen that Omniview 4-bit wide char screen before, and I have been
meaning to alter V: so you can open it diffently depending on which type
display you wanted, sliding or scrunched. Just haven't done it yet.

I may post the source code. I am deciding now.
I will post the object code.

j.h.

From 218070363651567279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c9a981a4cdd03ebd,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-20 13:24:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!sri-spam!nike!ucbcad!ucbvax!clark.UUCP!peter.l
From: peter.l@clark.UUCP
Newsgroups: net.micro.atari8
Subject: deletetion request
Message-ID: <8609202024.AA16779@gvax.cs.cornell.edu>
Date: Sat, 20-Sep-86 16:24:09 EDT
Article-I.D.: gvax.8609202024.AA16779
Posted: Sat Sep 20 16:24:09 1986
Date-Received: Sat, 20-Sep-86 21:04:35 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Please delete immediately mscbtc!clark!peter.l@gvax.cs.cornell.edu
on the atari 8 bit distribution list. I do not know how I wound up on it
in the first place.
               thanks,
                     peter lorraine
                     mscbtc!clark!peter.l@gvax.cs.cornell.edu

From -2446897262731494555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2e88decea8588dd7,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-21 09:51:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: (some) answers to DiMasi's questions on OMNIVIEW and monitors

Message-ID: <8609211645.AA02848@mitre-bedford.ARPA>
Date: Sun, 21-Sep-86 12:51:04 EDT
Article-I.D.: mitre-be.8609211645.AA02848
Posted: Sun Sep 21 12:51:04 1986
Date-Received: Sun, 21-Sep-86 22:13:58 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 40

------- Forwarded Message
> 1. CDY recommends that a non-composite monitor be used with OMNIVIEW for
> "serious" 80-column work. Some time ago (last year?) someone posted
> an article saying that he could easily read OMNIVIEW's display on his
> TV set! Does anyone else have any experience with reading the display on
> TV sets, composite monitors, monochrome monitors, etc?

The infamous John Sangster, among others, made that comment after working with CDY's OMNIVIEW on an old (1969) Sylvania black and white TV set for awhile. I had originally expected to need to buy a monitor, and was absolutely AMAZED at how readable the 80-column display was on the TV set. I have since bought a monitor and it is even better, but the main reason I bought the monitor when I did was so guests who were visiting could have a TV set without disabling my computer. I would NOT recommend trying to read an 80-column display on a composite color monitor or color TV set. I would predict it would be unusable. Perhaps David Young could comment.

>2. Does anyone know of any composite monitors with a "high-res" monochrome
> mode that are currently available? Is there any way to "tweak" a
> composite monitor to make it display "high-res" monochrome?

The only thing I would expect to have any hope at all would be to go directly into the Green video amplifier in the set with a luminance signal. (You would have to do something about seeing that the sync circuits got a signal too.) That would give about the best resolution the screen itself could provide.

>3. Does anyone know if a commercial "box" exists to convert composite video
> output to RGB (somehow, I doubt it)? Failing that, has anyone ever
> built one? If so, how well does it work (resolution, etc.)? Are
> modifications to any circuits inside the computer required? Can I get
> plans (please keep in mind that I have no experience in building circuits
> straight from schematics)? Do the other graphics modes (I understand
> that OMNIVIEW uses GR. 8) look any better on an RGB monitor than on a
> composite monitor? BTW, thanks to John Sangster at MITRE for letting
> me know about the existence of the SIGNETICS chip.

I don't know of a commercial "box" at this time. I keep telling my cousin he ought to develop one. His phone number is (205) 539-4637. He might be persuaded to do so if he gets a lot of calls about it!
------- End of Forwarded Message

From 5368776285274168363
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,1377acd17666854c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-21 11:57:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!umix.cc.umich.edu!hyc
From: hyc@umix.cc.umich.edu (Howard Chu)
Newsgroups: net.micro.atari8
Subject: OmniView & monitors
Message-ID: <8609211857.AA14043@umix.cc.umich.edu>
Date: Sun, 21-Sep-86 14:57:11 EDT
Article-I.D.: umix.8609211857.AA14043
Posted: Sun Sep 21 14:57:11 1986
Date-Received: Sun, 21-Sep-86 22:20:50 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

In answer to your question about composite monitors with hi-res text modes,
I saw something that seems to fit the need exactly, in a recent Compute!
(The ad has run for at least a couple months now, I think...) The company
is named "Thomson" and can be reached at 1-800-325-0464. In California you
have to call 1-213-568-1002. The hours are 9-5 M-F PST. Specifically, the
ad lists:

- Compatibility with IBM, Apple, Commodore, Atari, and others.
  (No surprise - how widely can you vary a composite video line?)

- Choice of monochrome or color monitors with TV grade to hi-res
  text and graphics

- Monochrome text editing mode for color monitors
  (This seems to be the most relevant point...)

- Alternate use as cable or VCR monitor

No model numbers or prices appear in the ad, so I guess you'll just have to
find out if they're as affordable as the ad claims. Standard disclaimer...
The only relation I have to this company is thru having seen their ad in a
magazine I subscribe to...

-- Howard Chu
hyc@umix.cc.umich.edu
ihnp4!umich!umix!hyc

From -6738348805766052881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1377acd17666854c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-21 21:53:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!cmcl2!lanl!wkp
From: wkp@lanl.ARPA (bill peter)
Newsgroups: net.micro.atari8
Subject: Re: OmniView & monitors

Message-ID: <7753@lanl.ARPA>
Date: Mon, 22-Sep-86 00:53:15 EDT
Article-I.D.: lanl.7753
Posted: Mon Sep 22 00:53:15 1986
Date-Received: Mon, 22-Sep-86 01:47:56 EDT
References: <8609211857.AA14043@umix.cc.umich.edu>
Organization: Los Alamos National Laboratory
Lines: 20

> In answer to your question about composite monitors with hi-res text modes,
> I saw something that seems to fit the need exactly, in a recent Compute!
>   o Compatibility with IBM, Apple, Commodore, Atari, and others.
>   (No surprise - how widely can you vary a composite video line?)
>
>   o Choice of monochrome or color monitors with TV grade to hi-res
>   text and graphics
>
>   o Monochrome text editing mode for color monitors
>   (This seems to be the most relevant point...)
>
>   o Alternate use as cable or VCR monitor

     Another possibility is to look in the Sears catalog. They carry a com-
     bination TV/monitor/RGB system for a little over $300. The resolution
     is great, it can be used as a TV, as a VCR monitor, or as an RGB
     monitor. An added feature allows a monochrome green mode for text
     editing and the like.

     bill peter   ihnp4!lanl!wkp

From 3340957896313377775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5a4c88cf0c0f09b5
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-21 22:04:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUCP (Bruce Langdon)
Newsgroups: net.micro.atari8
Subject: Re: BINARIES-Kermit 1030/xm301 (runtime vers)
Message-ID: <406@lll-lcc.UUCP>
Date: Mon, 22-Sep-86 01:04:02 EDT
Article-I.D.: lll-lcc.406
Posted: Mon Sep 22 01:04:02 1986
Date-Received: Mon, 22-Sep-86 02:41:24 EDT
References: <5367@decwrl.DEC.COM>
Lines: 418
Summary: XMODEM source in 'Action' language

In article <5367@decwrl.DEC.COM>, curzon@kaoa01.dec.com writes:
>
>

> PS. does anyone have Action! source code for XMODEM send and receive??
>
Here is what I used to transfer files between my 800 and another computer.
I intended to get it integrated into Palevich's Kermit or Clint Parker's
ACSTERM terminal program, but didn't. But it moved a lot of kilobytes.


```
     Bruce Langdon  L-472               langdon@lll-lcc.ARPA
     Physics Department                 "langdon#bruce%d@lll-mfe.ARPA"
     Lawrence Livermore National Laboratory
     Livermore, CA 94550                (415) 422-5444
UUCP: ..{ihnp4,qantel,ucdavis,pyramid,styx}!lll-lcc!langdon
                  ..{gymble,seismo}!lll-crg!lll-lcc!langdon
```


```
MODULE ; XMODEM file transfer
;  2/18/86

; check out disk I/O, text and binary
;   what is convention for last byte when length is multiple of 256
; figure out monitoring of keyboard etc. before/during xfer.
; sort out declarations
;   decide on globals
;     compile must be case sensitive if use LF here (ACSTERM has lf)
;SET $4CA=$FF; --will this provoke symbol overflow?

PROC PBlock(BYTE ARRAY block, CARD size)
  CARD j
  BYTE DSPFLG=$2FE
  DSPFLG=1 ;write control char to screen (except EOL)
  FOR j=0 TO size-1 DO
    Put(block(j)) ;   block(j)=0
  OD
  DSPFLG=0
  PutE()
RETURN

MODULE; BLKIO------------------------------
; Copyright (c) 1983, 1984, 1985 by Action Computer Services (ACS)

BYTE CIO_status

CHAR FUNC CIO=*(BYTE dev, CARD addr,
          size, BYTE cmd, aux1, aux2)
[$29$F$85$A0$86$A1$A$A$A$A$AA$A5$A5
$9D$342$A5$A3$9D$348$A5$A4$9D$349
$A5$A6$F0$8$9D$34A$A5$A7$9D$34B$98
$9D$345$A5$A1$9D$344$20$E456
$8C CIO_status$C0$88$D0$6$98$A4$A0
$99 EOF$A085$60]

CARD FUNC ReadBlock=*(BYTE dev, CARD addr, size)
[$48$A9$7$85$A5$A9$0$85$A6$A5$A3$5$A4
$D0$6$85$A0$85$A1$68$60$68$20 CIO
$BD$348$85$A0$BD$349$85$A1$60]
```

```
PROC WriteBlock=*(BYTE dev, CARD addr, size)
; Writes size bytes from addr to dev.
; Status is saved in CIO_status.
[$48$A9$B$85$A5$A9$0$85$A6$A5$A3$5$A4
$D0$2$68$60$68$4C CIO]

MODULE ; part of BLOCKIO

; These will be from ACSTERM:
DEFINE modem = "5"
DEFINE file  = "3"
DEFINE STRING = "CHAR ARRAY"
DEFINE ASCII = "$0"
DEFINE EOL = "$9B"

CARD ARRAY end(0)
BYTE ARRAY fbuf
BYTE baud=[14], fmode
STRING Rdev(0)="R:"

BYTE FUNC MStatus=*()
  BYTE QLi=$2EB; DVSTAT+1, input queue length
  XIO(modem,0,$D,0,0,Rdev)
RETURN (QLi)

PROC OpenModem(BYTE trans)
  Close(modem)
  Open(modem,Rdev,13,0)
  XIO(modem,0,36,baud,0,Rdev)
  XIO(modem,0,38,trans,0,Rdev)
  XIO(modem,0,40,0,0,Rdev) ; concurrent
RETURN

PROC MyClose(BYTE chan)
  Close(modem)
  Close(chan)  ; more than this in ACSTERM?
RETURN

PROC OpenFile(STRING msg)
  BYTE ARRAY spec(30)
  Print(msg)
  InputMD(0,spec,30)
  MyClose(file)
  Open(file,spec,fmode,0)
RETURN

PROC GetKey()
  BYTE CH=$2FC, c
  IF CH<>255 THEN
    c=GetD(7)
    IF c=EOL THEN c=$D FI
    PutD(modem,c)
```

```
  FI
RETURN

MODULE ; ----------------------------

DEFINE FALSE = "0"
DEFINE EOT = "4"
DEFINE SOH = "1"
DEFINE ACK = "6"
DEFINE LF  = "$A"
DEFINE CR  = "$D"
DEFINE NAK = "$15"
DEFINE SUB = "$1A"
DEFINE TIMEOUT = "$FFFF"
DEFINE RETRYMAX = "10"
DEFINE ERRORMAX = "10"

BYTE j, CheckSum, SectNum, TotErr, Errors
BYTE transx=[0], xeof
CHAR ARRAY block(128)
INT  dbufp  ; # of data bytes in fbuf, index of next
CARD ibuf
CARD BLen=[2000]; length of buffer (must be >2*128?)

CARD FUNC Receive(BYTE wait)
  CARD CDTMV3=$21C ; system timer counts down to 0
  BYTE CONSOL=$D01F
  CDTMV3 = 60*wait
  DO
    GetKey()
    IF MStatus() THEN
      RETURN (GetD(modem))
    FI
    IF CONSOL!7 THEN CDTMV3 = 60 FI ; force timer to 1 sec.
  UNTIL CDTMV3=0 OD
RETURN (TIMEOUT)

PROC Send(CHAR c)
  PutD(modem,c)
RETURN

PROC PurgeLine(BYTE wait)
  DO UNTIL Receive(wait)=TIMEOUT OD
RETURN

; ----------------------------------
PROC WBuf() ; 128 bytes from block to disk buffer
; Must set dbufp=xeof=0 before 1st call.
; Caller must open and close file.
; Can't write out a block until next call, because don't know
; a block is last until EOT is received instead of next block.
  CARD j, len
  IF xeof THEN    ; preceeding block was final.
```

```
;print("EOF")
    IF transx=ASCII THEN
      FOR j=dbufp-128 TO dbufp-1 DO
        IF fbuf(j)=SUB THEN EXIT FI
      OD
      dbufp = j
    ELSE
      dbufp ==- (128-fbuf(dbufp-1))
    FI
  ELSE
;print("not EOF")
    FOR j=0 TO 127 DO
      fbuf(dbufp) = block(j)
      dbufp ==+ 1
    OD
  FI
;PBlock(block,dbufp)
;printf("dbufp=%U%E",dbufp)
  IF dbufp>BLen-128 OR xeof<>0 THEN ; flush buffer to disk
    IF transx=ASCII THEN
      ;replace CR-LF by EOL
      ;Don't touch a trailing CR, as LF might be in next block.
      ibuf = 0
      FOR j=0 TO dbufp-1 DO
        IF j<=dbufp-2 THEN
          IF (fbuf(j)&$7F)=CR AND fbuf(j+1)=LF THEN
            j ==+ 1
            fbuf(j) = EOL
          FI
        FI
        fbuf(ibuf) = fbuf(j)
        ibuf ==+ 1
      OD
      dbufp = ibuf
    FI
    Close(modem)
    IF xeof THEN len = dbufp ELSE len = dbufp-128 FI
    WriteBlock(file,fbuf,len)
    OpenModem(32)
    ;Move remaining dbufp-len bytes to front of fbuf
    FOR j=len TO dbufp-1 DO
      fbuf(j-len) = fbuf(j)
    OD
    dbufp ==- len
  FI
RETURN ; WBuf

PROC RecFile()
  CARD ch, FirstChar
  BYTE SectCurr, ErrorFlag
  BYTE CONSOL=$D01F

  fmode = 8
```

```
  OpenFile("XMODEM download to file: ")
  dbufp = 0 : xeof = 0
  OpenModem(32)

  SectNum = 0
  Errors = 0  ; on current sector
  TotErr = 0  ; on file

  PurgeLine(0)
  Send(NAK)

  DO
    ErrorFlag = FALSE
    DO
      FirstChar = Receive(10)
      IF SectNum=0 OR (CONSOL&2)=0 THEN
        Put(FirstChar) ;** debug -FOX can type to screen
      FI
    UNTIL FirstChar=SOH OR FirstChar=EOT OR FirstChar=TIMEOUT OD
    IF FirstChar=TIMEOUT THEN
      ErrorFlag = 'T
;   ELSEIF FirstChar=EOT THEN
;     EXIT
    ELSEIF FirstChar=SOH THEN
      SectCurr = Receive(1)
      IF (SectCurr + Receive(1))=$FF THEN ; good sector number
        IF SectCurr=(SectNum+1) THEN
          CheckSum = 0
          FOR j=0 TO 127 DO
            ch = Receive(1)
            IF ch=TIMEOUT THEN
              ErrorFlag = 'T
              EXIT
            FI
            block(j) = ch
            CheckSum = CheckSum+ch
          OD
          IF CheckSum=Receive(1) THEN
            SectNum = SectCurr
            PrintF("Rec'd %U after %U tries%E%C",SectNum,Errors,$1C)
            Errors = 0
            WBuf()
            Send(ACK)
          ELSE ; bad checksum  ***or timeout in block
            ErrorFlag = 'C
          FI
        ELSEIF SectCurr=SectNum THEN ; already received this
          PurgeLine(1)
          Send(ACK)
        ELSE ; lost a sector
          ErrorFlag = 'S
        FI
      ELSE ; bad header
```

```
        ErrorFlag = 'H
      FI
    FI
    IF ErrorFlag THEN
      Errors ==+ 1
      IF SectNum THEN TotErr ==+ 1 FI
      PurgeLine(1)
      PrintF("Awaiting %U (try=%U, Errs=%U, type %C)%E",
        SectNum,Errors,TotErr,ErrorFlag)
      Send(NAK)
    FI
  UNTIL FirstChar=EOT OR Errors=ERRORMAX OD
  IF FirstChar=EOT AND Errors<ERRORMAX THEN
    Send(ACK)
    xeof=1
    WBuf()  ; write buffer, close file
    PrintF("%EDone")
  ELSE
    PrintF("%EAborting")
  FI
  MyClose(file)
RETURN ; RecFile

; ---------------------------------

BYTE FUNC RBuf() ; read 128 bytes into block.
  BYTE i
  ; N.B.! set ibuf=dbufp=xeof=0 before 1st call
  IF xeof THEN RETURN(0) FI ; no more blocks
  i = 0
  WHILE i<128 DO
    IF ibuf=dbufp THEN ; no more data
      IF EOF(file) THEN ; already got EOF
        xeof = 1 ; flag for NEXT call to RBuf
        EXIT
      ELSE
        Close(modem)
        dbufp = ReadBlock(file,fbuf,BLen-1) ; could be zero
        ibuf = 0
        IF CIO_status=$88 THEN ; EOF
          CIO_status = 1 ; indicate OK
          IF transx=ASCII THEN
            fbuf(dbufp) = SUB ; CP/M & MSDOS EOF
            dbufp ==+ 1
          FI
        FI
        OpenModem(32)
;PrintF("read %U bytes,xeof=%U,EOF=%U%E%E",dbufp,xeof,EOF(file))
        IF dbufp=0 THEN EXIT FI
      FI
    FI
    IF fbuf(ibuf)=EOL AND transx=ASCII THEN
      block(i) = CR
```

```
      fbuf(ibuf) = LF  ; to send next
    ELSE
      block(i) = fbuf(ibuf)
      ibuf ==+ 1
    FI
    i ==+ 1 ; could make this a FOR loop??
  OD
  j = i
  WHILE i < 128 DO ; fill out last block with number of data bytes
    block(i) = j
    i ==+ 1
  OD
RETURN (1) ;RBuf

PROC SndFile()
  BYTE attempts=Errors, ch
  BYTE CONSOL=$D01F

  fmode = 4
  OpenFile("XMODEM upload of file: ")
  ibuf = 0 : dbufp = 0 : xeof=0
  OpenModem(32)

  PurgeLine(0)
  attempts = 0
  TotErr = 0

  PrintE("Await NAK or press start")
  WHILE Receive(10)<>NAK AND attempts<8 AND CONSOL=7 DO ; await initial NAK
    attempts ==+ 1
    PrintF("%CTimeout %U%E",$1C,attempts)
  OD
  IF attempts=8 THEN
    PrintE("Timed out before initial NAK")
    MyClose(file)
    RETURN
  FI
  attempts = 0
  SectNum = 1

  WHILE RBuf()<>0 AND attempts<RETRYMAX DO ; blocks
    IF CIO_status<>1 THEN
      PrintF("DOS error %U%E",CIO_status)
      EXIT
    FI
    attempts = 0
    DO  ; send block
;     PrintF("%Cblock %U%E",$1C,SectNum)
      Send(SOH)
      Send(SectNum)
      Send($FF-SectNum)
      CheckSum = 0
      FOR j = 0 TO 127 DO
```

```
        ch=block(j)
        Send(ch)
        CheckSum = CheckSum+ch
      OD
      Send(CheckSum)
      PurgeLine(0)
      attempts ==+ 1
      TotErr == +1
    UNTIL Receive(10)=ACK OR attempts=RETRYMAX OD
    SectNum ==+ 1
    TotErr ==- 1
  OD ; loop on blocks
  IF attempts=RETRYMAX THEN
    PrintE("No ACK on sector")
  ELSE
    attempts=0
    DO
      Send(EOT)
      PurgeLine(0)
      attempts ==+ 1
    UNTIL Receive(10)=ACK OR attempts=RETRYMAX OD
    IF attempts=RETRYMAX THEN
      PrintE("No ACK on EOT")
    FI
  FI
  MyClose(file)
  PrintF("Done with %U retries%E",TotErr)
RETURN ; SndFile

; ---------------------------------
PROC Main()
  BYTE ch
  fbuf = end
  transx = ASCII
;transx=1 ; BINARY
  ch = GetD(7)&$DF
  IF ch='R THEN
    RecFile()
  ELSEIF ch='T OR ch='S THEN
    SndFile()
  FI
  Close(modem)
RETURN
--------------------------------------------------------------------------


From 3753628545601987425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,38258eaf534b0de9
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-22 04:36:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!nike!ucbcad!ucbvax!D.ISI.EDU!DYOUNG
```

From: DYOUNG@D.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: OMNIVIEW - usage with various monitors
Message-ID: <8609221139.AA00739@ucbvax.Berkeley.EDU>
Date: Mon, 22-Sep-86 07:36:41 EDT
Article-I.D.: ucbvax.8609221139.AA00739
Posted: Mon Sep 22 07:36:41 1986
Date-Received: Mon, 22-Sep-86 21:01:18 EDT
References: <1946@ihuxl.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 16

Nick,

What you evidently don't realize is that your 130XE actually has three
video outputs, a composite (what most people use with low resolution
color monitors) and separate chrominance and luminance outputs. If
you have a monochrome monitor (amber or green screen) you use the
luma output. If you have a monitor that has separate chroma and luma
inputs then you use the chroma and luma outputs from the ATARI. Two
color monitors that I recommend for 80 column work are the Commodore
1702 or 1802, or the Teknika MJ10 (or later model). In any case,
the resolution is very satisfactory for 80 columns. There is no need
to try to convert the video signals to RGB unless you just happen to
have an RGB monitor.

David Young

From 1922755393306627287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b8fe4c1a29f5bfde,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-22 08:41:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ihnp4!qantel!lll-lcc!lll-crg!nike!ucbcad!ucbvax!
suny-bing.CSNET!vx1245
From: vx1245@suny-bing.CSNET
Newsgroups: net.micro.atari8
Subject: kyan pascal
Message-ID: <8609271027.AA03838@ucbvax.Berkeley.EDU>
Date: Mon, 22-Sep-86 11:41:00 EDT
Article-I.D.: ucbvax.8609271027.AA03838
Posted: Mon Sep 22 11:41:00 1986
Date-Received: Tue, 30-Sep-86 07:05:34 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Does anyone have experience with Kyan Pascal? Are there bugs?
How fast is the compiler? Is a full ISO level 0 implemented?

ISO level 1? Is it copy protected? Can I run it with my Percom
double density drives and DOS-XL? Is it worth $70?

     Fred Sullivan
     Dept. Math. Sci.
     SUNY - Binghamton

     vx1245@suny-bing

From -3673948485689824540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7df63a2a37bbf967,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-23 13:18:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!XEROX.COM!Ishler.WBST
From: Ishler.WBST@XEROX.COM
Newsgroups: net.micro.atari8
Subject: XModem
Message-ID: <860923-131821-2232@Xerox>
Date: Tue, 23-Sep-86 16:18:14 EDT
Article-I.D.: Xerox.860923-131821-2232
Posted: Tue Sep 23 16:18:14 1986
Date-Received: Tue, 23-Sep-86 23:18:02 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

I,m in need of an explanation of the XModem protocal. Could someone in
netland provide me with one or a pointer to where I can find out?

Thanks in advance.

Mike

From 6814236799145164167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,afa6c228f9ed6f6c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-23 20:19:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: Report on Northern California Atari Expo
Message-ID: <2357@voder.UUCP>
Date: Tue, 23-Sep-86 23:19:37 EDT
Article-I.D.: voder.2357
Posted: Tue Sep 23 23:19:37 1986
Date-Received: Wed, 24-Sep-86 03:03:44 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)

Organization: National Semiconductor, Santa Clara
Lines: 133

The Northern California Atari Expo was held in San Jose over the weekend of September 20-21, this is a short report on what all went on.

First, it is important to note that because Atari is going public in October there were no new product announcements, people would only talk about items that had previously been announced. However you should look forward to the upcomming Comdex show, by the number of times it was refered to it seems there will be more than enough new products to keep everyone happy.

I have tried to get all my facts straight and am not mentioning a few things I couldn't get enough information on. If I do make any errors it's not for lack of trying. Any mail concerning spelling mistakes will be returned to the sender 256 times.

MISCELLANEOUS

The Atari Explorer magazine will be coming off the presses this week (Sept. 22) and should be available soon. Hereafter it will be published every 2 months as Atari now has the staff necessary to produce it.

There were over 40 booths and of course Atari itself was there, there were several notable speakers such as Leonard Tramiel, Shiraz Shivji, Neil Harris and others. The hall was so packed on saturday that it was difficult to move around. ANTIC and ANALOG magazines had their own booths so a more complete write up in these magazines is likely.

8-BIT HARDWARE/SOFTWARE

At the 8-bit hardware and software conference Atari representatives John Scrutch and Lane Winner gave repeated assurances that Atari has no plans whatsoever of dropping the 8-bit line, in fact they have several new products and several more under consideration.

The XEP80 80 column board will begin production very soon. This product plugs into a joystick port, has a built-in parallel printer interface, and will work on all 8-bit machines. Although it will work on an NTSC color monitor a monochrome monitor is recommended. It should sell for about $80.

The SX212 1200 Baud modem will be available in late fall. It has both an RS-232 port for 850 or ST applications and also has the 8-bit SIO interface. XE-TERM is being upgraded to accomodate 1200 Baud operation and the entire package will sell for about $100.

Concerning memory upgrades for the 130XE, Atari may or may not sell something like a 340XE or a 520XE, the technology is simple and is something that they are considering but not saying (remember, no new product announcements). However they are considering making their Freddy chip available to 3rd party manufacturers. Freddy is the memory management chip that is used in the XE, by making it available to others they could make their own memory upgrades which would be 100% 130XE compatible (unlike some that are available).

Also something in the future would be a monitor like the Commodore 1702.

Atari did show such a monitor at a past CES but never persued it as there was no real need.

Finally, the 3.5 inch 8-bit disk drive! The drive is still being developed and probally will not be seen until early '87. It will be a single sided, double density with 320k of storage, formatted. The DOS is being written by OSS (Optimised System Software, who wrote the original Atari DOS) and will be DOS 2.5 compatible. In fact it will allow the drive to act as an 810 or a 1050 in single or enhanced density as well as the full 320k. It will be twice as fast as a 1050 and will have sub-directories as well as the capacity to address up to 16M bytes, and will be capable of random access.

A 640k double sided drive is a distinct possibility as Atari is currently the largest buyer of 3.5 inch drives in the world.

ST HARDWARE/SOFTWARE

The first thing you saw when walking into the hall was Xanth's "Shiny Bubbles" demonstration. Xanth is the company that gave the 8-bit computer its bouncing ball and bouncing fuji demos and this was its new ST demo.

Imagine four silvered spheres suspended in midair while you're looking down and slightly to the left at them. The floor has the word ATARI printed in four columns and the ceiling (which isn't directly visable) is a yellow and red checker-board pattern. Imagine that the floor and ceiling are smoothly scrolling into the background. Imagine that all this is accurately reflected in the spheres. Now imagine that while all this is going on the spheres are revolving around one another in a level plane! Phenomenal! Comparing the Amiga bouncing ball to this is like comparing a Ford Model T to a Ferrari Testarosa!

Xanth was also showing their game "Kill A Happy Face" (they're looking for a new name). You're a happy face floating through a maze searching for other happy faces to destroy which are the other players. Up to 15 people can play by connecting 15 STs together.

FTL had two STs hooked together playing Sundog and were showing an interesting new game called Dungeon Master which is a Dungeon/Adventure game with excellent graphics.

Although there were a several companies showing various software packages the main thing you noticed were the synthesizers. It seemed like every other booth had half a dozen synthesizers hooked up through the MIDI ports. Activision was showing its new music program, even Guitar Showcase (which sells musical instruments and NOT computers) had a booth with several synthesizers going.

Data Pacific was there showing the new Magic Sac cartridge (formally Mac Cartridge) which they were selling for $100 and sold out of the first day. This is the cartridge which turns your ST into an Apple Macintosh. The normal price for the cartridge is $129 for the kit and $149 for the fully assembled version. They also offer a modification to the Atari ST drives which allow them to read a Macintosh disc directly. The cartridge comes without the Apple ROMs which you must supply, the booth next door was selling them for $30.

Of course the Atari booth was at the center of the hall and they were showing STs with the new Blitter chip. The blit chip is now ready and will begin shipping soon. Contrary to popular rumors it does not increase screen resolution or the number of colors available. It is simply a memory management device capable of moving large blocks of memory very quickly, not necessarily

just screen memory. There were some demos running both with and without the blit chip and the blitter equiped ST was considerable faster.

Upgrade kits should be available by the end of the year and may be installed in both 1040 and 520 STs, even in 520STs that have had their memory expanded as long as the memory expansion does not physically interfere with the blit chip location (it goes on top of the CPU).

The OS9 multi-tasking software will be shown at Comdex as well as an IBM style box for the ST. The new 2080ST and 4160ST (2 and 4 megabytes) were shown earlier in London, they should be priced at $1500 and $2000 respectively with a monochrome monitor.

A laser printer is another posibility to be announced at Comdex as well as a hard disc installed inside the IBM style box. The AMY sound chip is still being worked on.

The IBM emulator may be available by the end of the year. This is the hard-ware version with its own 8088 and memory, a software version is also under developement.

Atari is still looking at the CD ROM but prices are going to have to come down for the hardware before they will sell such a product.

Well that's it. I probally left out a quite a bit and have tried to be as accurate as possible. 8-bit sales have been keeping pace with ST sales and the ST has been selling extreamly well in Europe so Atari seems to be doing well.

Kevin Thompson   {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -766522901557553262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,762ff3baa906a986,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-24 00:22:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!ut-sally!joe
From: joe@ut-sally.UUCP (Joe Hitchens)
Newsgroups: net.micro.atari8
Subject: Ramdisk file
Message-ID: <5787@ut-sally.UUCP>
Date: Wed, 24-Sep-86 03:22:20 EDT
Article-I.D.: ut-sally.5787
Posted: Wed Sep 24 03:22:20 1986
Date-Received: Wed, 24-Sep-86 07:00:45 EDT
Organization: University of Texas at Austin
Lines: 14
Keywords: RAMDISK.COM (?)

Does anyone know of a RAMDISK program for the 130XE which you can load like

any other binary file?
What I want is a file that you load which sets up the ramdisk, period.
So that I can boot up with a batch file and install it that way.
The only way I have now is to boot a translator disk, then take it out and put in the disk I want to work with. I want to eliminate the need to change disks, see what I mean?
I want it all on one disk.
I want to use it with a BBS system so that if the power fails, it will re-boot up.

Thanks in advance.
j.h.

From 2288399505986784232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,762ff3baa906a986
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-24 11:30:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Ramdisk file
Message-ID: <8609241820.AA06420@mitre-bedford.ARPA>
Date: Wed, 24-Sep-86 14:30:51 EDT
Article-I.D.: mitre-be.8609241820.AA06420
Posted: Wed Sep 24 14:30:51 1986
Date-Received: Wed, 24-Sep-86 22:15:59 EDT
References: <5787@ut-sally.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 42

Joe:

It is possible to do but for some reason programs that already do just what you want are not routinely supplied along with the RAMdisk handler programs. If you have a load file that installs a RAMdisk, you can make it autoboot by renaming it AUTORUN.SYS, as I am sure you know. If you then want to make your BBS autoboot, you will probably want to initialize the RAMdisk so its directory is correct. Not all the RAMdisk installation programs do that. However, a short Assembly language program can be written that will do it. (Or, you could write such a program in some other language and compile it, as long as it produces a standard L-loadable program file as the end result.) This can be appended to the existing RAMdisk program by using the DOS Copy (C) command with the /A option:

```
C <RETURN> INITPROG, AUTORUN.SYS/A <RETURN>
           ^
     (RAMdisk init prog)
```

This will tack the initialization program on the end of the AUTORUN.SYS

file and it will be run as soon as the RAMdisk installation program finishes. Then the same trick

```
C <RETURN> BBSPROG AUTORUN.SYS/A
          ^
       (your BBS prog)
```

will tack on your BBS program (assuming it is an L-loadable file and not a BASIC program). The AUTORUN.SYS file will get bigger and bigger, of course, as you do this.

If you need to transfer files from the magnetic disk to the RAMdisk after initializing it, you will need another L-loadable program to copy those files you need. A BASIC program to generate the loadable file appeared in COMPUTE! for September 1986. Such a file can again be appended using Copy with /A to Append it,but this should be done before you append the BBS program itself so it will be executed first. If all you need is a blank, initialized RAMdisk for your BBS program to write data on, you can skip this step.

I hope the above is of some help. Good luck with it.

-John Sangster
jhs@mitre-bedford.arpa

```
From 7357940323396710263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,cb6ef308e4c51dc6,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-24 20:09:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!decwrl!kaoa01.dec.com!curzon
From: curzon@kaoa01.dec.com
Newsgroups: net.micro.atari8
Subject: BINARY file
Message-ID: <5525@decwrl.DEC.COM>
Date: Wed, 24-Sep-86 23:09:55 EDT
Article-I.D.: decwrl.5525
Posted: Wed Sep 24 23:09:55 1986
Date-Received: Thu, 25-Sep-86 07:26:17 EDT
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 1274
```

Thanks to Bruce Langdon for that Action source code... I'm sure others would be interested in seeing a summary listing of your Action library that you mentionned many moons ago. (Also I can't seem to mail to you directly)

SOFTWARE SWAPPING DEPT

This is a binary for a board-type game. I called it SMACK; it's based on "Concentration", but it adds logical clues. Has 2 player or variable

against-the-computer modes. Needs joystick(s) and at least 48K since it uses high res graphics. School kids like it especially. It's in "no cartridge required" Action / public domain. Documentation is in the program.

ACS asks you to say here that certain parts are copyright by ACS, since it is compiled code. No problem as long as there is no charge for the software... If anybody wants the source, let me know.

[Any comment out there on posting binaries? USENET rules say to follow the newsgroups customs; many binaries/sources have appeared here over the past year....I assume anyone can chooose to skip reading messages that say BINARY in the subject. Looks from here like a good way to distribute stuff.]

Dick Curzon
Digital Equipment of Canada
PO Box 13000
Kanata Ontario
Canada K2K 2A6

(DEC E-NET) KAOA01::CURZON
(UUCP) {decvax, ucbvax, allegra}!decwrl!kaoa01.dec.com!curzon
(ARPA) curzon%kaoa01.DEC@decwrl.ARPA


```
;-------------------------- DECODER PROGRAM

1 REM HEXBIN 1.1, DECEMBER 1984
2 REM -- BY DAN FLEYSHER --
3 REM (FLEYSHER.WBST@XEROX)
4 REM THIS BASIC PROGRAM CONVERTS A
5 REM HEXADECIMAL TEXT FILE CREATED
6 REM BY COMPANION PROGRAM BINHEX
7 REM BACK INTO ITS ORIGINAL BINARY
8 REM FILE FORMAT.  THE CHECKSUM AT
9 REM THE END OF THE INPUT HEX FILE
10 REM IS VERIFIED.
11 REM
20 DIM FILEIN$(15),FILEOUT$(15)
30 BUFSIZ=37:DIM BUF$(BUFSIZ)
40 ASCA=ASC("A"):ASCF=ASC("F"):ASC0=ASC("0"):ASC9=ASC("9")
50 ? "}             HEXBIN 1.0":? :?
60 TRAP 60:? "INPUT FILENAME";:INPUT FILEOUT$
70 IF FILEOUT$<>"" THEN 90
80 FILEOUT$="D:HEXFILE.TXT":? "               ";FILEOUT$:GOTO 100
90 GOSUB 1000
100 FILEIN$=FILEOUT$:?
110 TRAP 110:? "OUTPUT FILENAME";:INPUT FILEOUT$:GOSUB 1000:?
120 TRAP 40000:SUM=0
130 OPEN #4,4,0,FILEIN$:OPEN #5,8,0,FILEOUT$
140 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):IF LBUF<7 THEN 140
142 FOR I=1 TO LBUF-6:IF BUF$(I,I+6)=".START." THEN 146
```

```
144 NEXT I:GOTO 140
146 POP :? "       STARTING FILE CONVERSION"
150 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):EVENODD=0:REM EVEN=0
155 IF LBUF=0 THEN 150
160 FOR I=1 TO LBUF
170 HEX1=ASC(BUF$(I,I))
180 IF HEX1>=ASC0 AND HEX1<=ASC9 THEN HEX1=HEX1-ASC0:GOTO 200
190 IF HEX1>=ASCA AND HEX1<=ASCF THEN HEX1=HEX1-ASCA+10:GOTO 200
192 IF LBUF<I+5 THEN GOTO 240
194 IF BUF$(I,I+5)=".STOP." THEN 260
196 GOTO 240
200 EVENODD= NOT EVENODD
210 IF EVENODD THEN BYTE=HEX1:GOTO 240
220 BYTE=(16*BYTE)+HEX1
230 SUM=SUM+BYTE:PUT #5,BYTE
240 NEXT I:IF EVENODD THEN ? "ERROR - MISSING 1 OR MORE NIBBLES"
250 GOTO 150
260 POP :TRAP 40000:IF SUM=VAL(BUF$(I+6)) THEN ? "CHECK SUM VERIFIED.":? :GOTO 330
270 ? "CHECK SUM ERROR:":GOTO 320
310 ? "PREMATURE END OF FILE - NO CHECK SUM:"
320 ? "  COMPUTED CHECK SUM = ";SUM
330 CLOSE #4:CLOSE #5
340 END
1000 IF LEN(FILEOUT$)<3 THEN GOTO 1040
1010 IF FILEOUT$(1,2)="D:" THEN RETURN
1020 IF LEN(FILEOUT$)<4 THEN GOTO 1040
1030 IF FILEOUT$(1,1)="D" AND FILEOUT$(3,3)=":" THEN RETURN
1040 BUF$=FILEOUT$:FILEOUT$="D:":FILEOUT$(3)=BUF$:RETURN
;--------------------------

Capture the following from .START. to end of message (including the number
 at the bottom)... then run the above basic progr against it.
;---------------------------------------------

.START.
FFFF082A9B7C2028632931393833204163746
696F6E20436F6D70757465722053657276696
636573A2FF86A6A00CD00A84A6A00BD00484
A6A00586A5A20086A30A0A0A0AAA989D4203
A5A3F00A9D4A03A5A49D4B03A900A89D4903
B1A59D4803F01218A5A569019D4403A5A669
009D45034C56E46086A584A6A0034C412A86
A584A6A20086A3A00920412AD00AA90B9D42
03A99B4C56E460234C9D2A8D992A6C0A0013
110183BA8EC104A080984C9A2AA484F00A86
850A268588D0FAA68560A484F00A86854685
6A88D0FAA68560A4D310108586868738A900
E586A8A900E587AA986086D3E000100320D3
2A85828683A585100EAA45D385D3A58420D3
2A85848685A900858760F01BCA86C7AAF015
86C6A900A2080A06C6900265C7CAD0F61865
878587A586A6876020E42AA682F01B86C6A6
84F015CA86C7A2080A268706C6900665C790
```

02E687CAD0F08586A582A68520082BA583A6
8420082B4CCF2A20E42AA585F027A2082682
2683268738A583E584A8A587E58590048587
8483CAD0E7A5822AA200A48384864CCF2AA2
10268226832AB004C5849003E58438CAD0EF
268226838586A582A6834CCF2A205F2BA586
A6876085A086A184A2186885846903A86885
856900489848A001B1848582C8B1848583C8
B184A8B9A00091828810F8A511D00FE6114C
A72A0863091119181321233601016C088F0
0898C080F0124C9A2A8A4A4A4A4AAA989DC0
0560A20186114820A72A68A8604886A184A2
A8A90099C005A8B1A18D0005A8C8A99BD002
B1A199000588D0F868A200A00520762A4CF5
2B86A1AAA4A1A5B7207F2A4CF52B20292A4C
F52B86A1AAA4A1A5B720312A4CF52B20372A
84A0BD4803F00338E901A00091A5A4A06086
A2AAA4A2A5B748A9FF85A3684886A184A2A0
00A5A391A168A4A220632C4CF52BA20786A3
0A0A0A0AAAA5A39D4203A9009D48039D4903
982056E485A04CF52BA99BAAA5B786A1A4A1
A20B4C9A2CA09BD0F720412A4CF52B85D486
D520AAD920E6D8A0FFA200C8E8B1F39D5005
10F749809D50058E500560A20020CF2CA5B7
A250A00520312A4CF52BA20020F12C4CB72C
A00085A08A84A2A6A220CF2CA5A04CF62CA0
00200A2DA5A04CC52C86A2AAA4A2A5B7C000
10164886A184A2A02D20C02C38A900E5A1AA
A900E5A2A8684C0A2D20232D4CB72C202A2D
A5A04CC52C86A284A3A200A4A284A220CF2C
C8B9500591A28810F860E00010ED85A086A1
84A238A900E5A0A8A900E5A1AA9820CF2CE8
8AA8B94F0591A288D0F88A91A2C8A92D91A2
60A5B7A2138E5005A250A00520922CA950A2
0585A486A5A00084A084A184A2B1A485A3E6
A3A920C8D1A4D005C8C4A330F7B1A4C92DD0
0385A2C8C4A31036B1A4C9303030C93A102C
38E930AAA5A148A5A00A26A10A26A11865A0
85A06865A185A106A026A1188A65A085A090
02E6A1C8C4A330CAA5A2F00D38A900E5A085
A0A900E5A185A16085A486A5A90485A6A924
20B92CA900A20406A426A52ACAD0F86930C9
3A3002690620B92CC6A6D0E56085C086C18C
F005A000B1C085C2E6C2A20DB5A29DF005CA
D0F8868B868AE68AA48AC4C2B0DAB1C0C925
D00FE68AC8B1C0C925F006C945D008A99B20
B92C4C642EA48BE68BE68B85A0B9F005BEF1
05A4A0C043F0E6C053D00620562C4C642EC0
49D00620232D4C642EC048D006201E2E4C64
2E20F12C4C642E86A184A20A0A0A0AAAA926
9D42032056E420F52BA000BD4E0391A3BD4C
0391A1BD4D03C891A16086A10A0A0A0AAA98
9D4D03A5A19D4C03A5A39D4E03A9259D4203

2056E44CF52B02533A062F02453A0B2F48A9
0020502CA90C85A3A900AE0E2FAC0F2F2019
2CA90620502C6885A42930491C85A3A906AE
092FAC0A2F4C192C855B865C845A85558656
84546020442FADFD028DFB02AD092F85A5AD
0A2F85A6A90085A385A4A90660204B2FA011
4CC92C203E2FA9064C982C20442FA906AEFD
024CBC2CC905101685A098290F85A28A0A0A
0A0A05A2A6A09DC4029D16D060204B2FA012
4CC92CAE0AD2C900F0098684A2008685202A
2B86A0600A84A2A8C9073005A064209A2A8A
9900D2A5A20A0A0A0A05A39901D260AD3202
29EF8D32028D0FD2A900A2089D00D2CA10FA
60AABD700285A060A200C9043003E82903A8
BD00D339053085A06004084080A200C90230
03E82901A8BD00D388D0044A4A4A4A290F85
A060AABD10D085A06085A286A3A000B1A285
A0C8B1A285A16085A086A198A00091A06020
3930C8A5A391A06048A90085A46885A086A1
84A2A000A5A4A6A3F01091A0C8D0FBE6A1C6
A3D0F5F00391A0C8C4A2D0F96085A086A184
A2A000A5A5F016B1A291A0C8D0F9E6A1E6A3
C6A5D0F1F005B1A291A0C8C4A4D0F76085A4
86A584A2A00084A084A1B1A4D1A2F00320C4
30C900D0016085A6C8B1A4D1A2D005C4A690
F560A2FF86A09003B1A2E886A16085A086A1
84A2A000B1A291A0F008A8B1A291A088D0F9
6085A086A184A2A000B1A2C5A5B00285A5C6
A418A5A265A485A29002E6A338A5A5E5A4B0
02A9004CDA3085A086A184A2A000B1A2F00D
85A6C6A438A5A5E5A4F002B00160AAC5A690
0818A5A6AA65A485A5A5A5D1A0900391A018
A5A065A485A09002E6A18A4CDE3000D004D0
C002C40212D016D0000038004DAB1B000022
2020454C534549462061776169745F317374
3D31205448454E20466F726765742829244D
821B00000E202020466F0000030028292046
0001003FCFF3FC9D3100000000000000000000
0000000000000000000000000000000000000000
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00000000000000000000000000A331FF
FFFFFF253355555555AAAAAAAAFFFFFFFF55
AA55AA55FF55FF66666666FF66556666FF66
662B33080808081C7F7F4D33FF9DB78D9981
99FF563375654D656D28692A8000312B7F20
000B7F2000EB7E20004F4496AA7933733373
330200656172206 16E792073330A0061696E
74696573330A00667420696E244D6A000000
19BA7D310175A27C1801656D414243444546
4748494A4B4C4D4E4F505152535455565758
595A41424344454647484 94A4B4C4D4E4F50
515253545556575859 5A2A2A2A2AB0333031
323334353637383930313233343536373839
303132333435363738393031323334353637
383924242424252525251C1C1C1C23232323
EA33206B23323535FF00482051106C105110
481040203C1040204808510851105110 5510
60106C1055106C205510512048103C104010
4810511040103C1035202F10482048105110
5110551060106C10511055205110511205110
4010350840083C10351035084008 3C103510
5110401051105110401051102F083C083510
2F102F083C0835102F1048103C1048104810
3C10481040103C1035102F102A1028102A10
2810231035102F103C204010511048104010
48205110512051FF2D340879086C08600848
0848085110601079207910790879086C0860
0848084808511060207910791079085B0851
0848083C083C10350848103C203C103C083C
1035083C1040104810511060106010664 06C
0800106C0860105B1060107920791079 2079
FFE0341060106010791079086008601060 20
51106C106C10801080086C086C106C205B10
6010601079107908600860106020511 06C08
60085B1060106C207920792060207910 6008
6008602051206C2080106C086C086C205B20
6020791060086008602051106C0860085B10
60106C20792079FF45351060206010602079
1060205110512080105110511048105110 5B
1060106C20791079103CFFB835083C103C08
4808510851100008 3C103C08480851085110
00083C083C0848084808510851084808 4808
60106C087910791000083C10480851105110
48103C0848085110511000083C083C084808
4808510851084808480860106C0879107910
0008790879084808480851085110481079 10

4810511048087908790848084808510851104
480860106C0879107910000879087908480 8
480851085110481079104810511048083C08
3C0848084808510851104810601061C1079FF
033608B410B4FFBE36045A042D045A042DFF
C536E0342D344535B8350336D036488A4898
48A5AC48A5AD48A5AE48A5AF48AD2A3449FF
F0034CFF36A0008C01D24C0638A5144D2734
F0034C953718AD2A3469028D2A34A5148D29
34A0008C263418AD2B346D2A3485AEAD2C34
690085AFB1AE49FFF0034C3D37A9FF8D2A34
4C923718AD2B346D2A3485AEAD2C34690085
AF18A51471AE8D27348C1FD018AD2A346901
85AE18AD2B3465AE85ACAD2C34690085ADB1
ACD0034C923718AD2A34690185AE18AD2B34
65AE85ACAD2C34690085ADB1AC8D00D24C06
38AD29344514D0034CA537EE2634EE293418
AD2A34690185AE18AD2B3465AE85ACAD2C34
690085ADA000B1ACD0034C0338AD2634C903
90034CE137AD26340A0A85AE18A9A365AE8D
01D24C0038AD2634C90890034C003838A913
ED263485AEA5AE4A85AC18A9A365AC8D01D2
4C06388C01D26885AF6885AE6885AD6885AC
68A868AA684C62E420204C1F388E1B388D1A
38AD1B388D2C34AD1A388D2B34A0008C2934
8C2634A9FE8D2A348C28348C08D2A9038D0F
D28C01D218A51469018D2734604F4C593838
A56AE92085AE38A5AEE9088D5538A92A8D2F
02A9028D1DD0A9118D6F02AD523185AEAD53
3185AFA93CA00091AE18AD5231690185AEAD
5331690085AFA9B491AE18AD5231690285AE
AD5331690085AFA90091AEAD55388D07D4A9
008585AD55388584A901AAA900202A2B85AE
8A85AFA9008585AD68338584A904A200202A
2B85AC8A85AD18A5AE65AC8D8533A5AF65AD
8D8633A9008585A9048584AD6833A200202A
2B85A28A85A3A4A2AE8633AD8533204C3060
206F4C13398D0E39A5148D0F3918AD0F396D
0E3985AEA51445AEF022AD1FD04906F01BAD
1FD04903F014AD1FD04905F00DAD78332022
30A5A0F0034C1B39604DBC1300000F20204C
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20F03C4C7E7105736D61636BA97185A3A901
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3C4CA07105736D61636BA97185A3A90185A4
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4C827C4C947C20F672A964201039AD1FD049
03F0034C1C7C208B734C027C6060E202E302
F77B
.STOP.2186621

From 4036173802910375394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,762ff3baa906a986
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-24 21:54:45 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!SALLY.UTEXAS.EDU!joe
From: joe@SALLY.UTEXAS.EDU (Joe Hitchens)
Newsgroups: net.micro.atari8
Subject: Re: Ramdisk file
Message-ID: <8609250454.AA04026@SALLY.UTEXAS.EDU>
Date: Thu, 25-Sep-86 00:54:45 EDT
Article-I.D.: SALLY.8609250454.AA04026
Posted: Thu Sep 25 00:54:45 1986
Date-Received: Thu, 25-Sep-86 05:02:15 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Thanks.
I would know how to use the file if I had it. That is what I am after.
I don't have it.
It just seems like there should be one, somewhere.
j.h.

From 6118015097735515463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,523c57e0bb8e372d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-24 22:15:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!ISUMVS.BITNET!F1.GDM
From: F1.GDM@ISUMVS.BITNET ("GENE MERRITT")
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8609250520.AA05360@ucbvax.Berkeley.EDU>
Date: Thu, 25-Sep-86 01:15:11 EDT
Article-I.D.: ucbvax.8609250520.AA05360
Posted: Thu Sep 25 01:15:11 1986
Date-Received: Thu, 25-Sep-86 05:02:32 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

TO jhs@mitre-bedford.ARPA

I would like to get plans for ANY upgrades that I can.
My user's group is trying to gather upgrades for
an Upgrade file for trade with other users. I don't know exactly
what we have, but I could find out for you.

Would you be willing to send your 800XL interface upgrade in trade
for a copy of our (uncompleted) upgrade phamplet?

We have a line on a Meg-upgrade for a 400, and many ram-upgrades for
800's and 800XL's. One of these is an "upgrade without end" deal
meaning megaK til you run out of money

Thanks!
F1.GDM @ ISUMVS

Gene Merritt
% MAGIC
311 south 3rd
Ames, IA 50010

(I originally tried to send this to you directly, but had no luck
getting through the gateway.)

From -9140949952167524905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,516f51cf92f9db22,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-25 05:51:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!nike!ucbcad!ucbvax!PORTLAND.BITNET!XC60017
From: XC60017@PORTLAND.BITNET (Stephen Houser)
Newsgroups: net.micro.atari8
Subject: Kermit For an 850 with a 830 modem...
Message-ID: <8609261115.AA14730@ucbvax.Berkeley.EDU>
Date: Thu, 25-Sep-86 08:51:28 EDT
Article-I.D.: ucbvax.8609261115.AA14730
Posted: Thu Sep 25 08:51:28 1986
Date-Received: Fri, 26-Sep-86 20:59:49 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

I have A copy of kermit (directly from coloumbia u) it has a
driver for the 850 but there is nothing for the 830 modem
just a hayes or a 1030 i aint got neither of those and
well my car is on the fritz so i dont think ill be getting
one for a while either

does anybody out there have a program that would work ?
I have action but id prefer a 'compiled' or binary file
if its possible ..also im trying to create my own terminal
program in 'Deep Blue C' using 80 colls
when (and if) i get it finished ill send it in for all of ya.
Stephen Houser
xc60017@portland.bitnet (or however you send it through from there)
user0003@usmvax.bitnet

From 7545257692703555292
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,644fe7b331a0169a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-25 09:16:37 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!qantel!ihnp4!drutx!gfs
From: gfs@drutx.UUCP (SkinnerGF)
Newsgroups: net.micro.atari8
Subject: I would like a copy of the interface schematic
Message-ID: <1415@drutx.UUCP>
Date: Thu, 25-Sep-86 12:16:37 EDT
Article-I.D.: drutx.1415
Posted: Thu Sep 25 12:16:37 1986
Date-Received: Fri, 26-Sep-86 03:08:56 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 22

I tried to mail this directly but got this back:

To: ucbvax!mitre-bedford.ARPA!jhs
Subject: Returned mail: unknown mailer error 11
bad system name: ucbvax
uux failed (11)
554 !ucbvax!mitre-bedford.ARPA!jhs... unknown mailer error 11

ANYWAY

The interface schematic sounds interesting.
I would very much like to get a copy of it.
my address is :
Gary Skinner
3284 W 11th Ave Dr
Broomfield CO 80020

If you want I can send you a SASE.

(What is the movie version that is coming later??)

Thanks .. Gary Skinner AT&T 303-538-3681 drutx!gfs

From -5994059987405507687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2fa8b18f8ca55ad4,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-25 11:50:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!lll-lcc!qantel!ihnp4!inuxc!pur-ee!uiucdcs!
uiucuxc!uiucuxa!glk309
From: glk309@uiucuxa.CSO.UIUC.EDU
Newsgroups: net.micro.atari8
Subject: Anyone have an ST?
Message-ID: <9900010@uiucuxa>
Date: Thu, 25-Sep-86 14:50:00 EDT
Article-I.D.: uiucuxa.9900010
Posted: Thu Sep 25 14:50:00 1986
Date-Received: Tue, 30-Sep-86 21:51:40 EDT

Lines: 20
Nf-ID: #N:uiucuxa:9900010:000:338
Nf-From: uiucuxa.CSO.UIUC.EDU!glk309   Sep 25 13:50:00 1986

Does anyone out there own a 520ST?

There are nil messages.

I have one!

I am also looking for GEM Write, where are you?

There is nothing like MacWrite for the Atari yet?

Does anyone know where I can get hold of a memory map?

Gregory L Kerr
University of Illinois
Champaign-Urbana
URH 360 Forbes
101 E. Gregory
Champaign,IL 61820

From 723570734993669654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1ff189b0134186e6,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-26 09:10:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ihnp4!qantel!lll-lcc!lll-crg!nike!ucbcad!ucbvax!
decwrl!kaoa01.dec.com!curzon
From: curzon@kaoa01.dec.com
Newsgroups: net.micro.atari8
Subject: =APPENDING BINARY FILES
Message-ID: <5561@decwrl.DEC.COM>
Date: Fri, 26-Sep-86 12:10:27 EDT
Article-I.D.: decwrl.5561
Posted: Fri Sep 26 12:10:27 1986
Date-Received: Tue, 30-Sep-86 05:38:06 EDT
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 48

    Further to John Sangsters comment on appending binary files, to get them to all run in succession:

    Joe who posed the question is an old Atari hand, but for others who (like myself) only "know enough to be dangerous", here's some stuff on appending executable files that I took a long time to find.

Appending files is a good trick to chain programs together, and it's easy but for one little pitfall. A program may load and run just fine on its own, but fail to run after you append something to the back of it.

That's USUALLY because there are two ways DOS will pass control to your program after you load it. First, after it loads any program SEGMENT, it checks location $2E2/$2E3 (DOS init vector). If that location has been changed during that last segment load, it jumps (JSR) to the address placed there (low byte, high byte as usual). When and if it returns (RTS) from that code, it continues to load the next segment of the file, and checks for a change to the init vector again. Then, when end of the whole file is reached (end of all the appended segments) it checks init as above, returns, and then it checks $2E0/$2E1 (DOS run vector). It will JSR to the RUN vector, if changed.

The point is if your program is entered by the RUN vector, it can only start up if it's the LAST segment loaded. For example: xm301 handler file HANDLER.OBJ that Atari distributed, is no good if you simply append subsequent files to it. It has a RUN vector segment at the end of the OBJ file, which will then be ignored.

To append a terminal program, or BBS program to it you have to change the final segment (at the end of the file)

```
from:     $E0 $02 $E1 $02 [addr-lo] [addr-hi]

to:       $E2 $02 $E3 $02 [addr-lo] [addr-hi]
```

... which will install [addr] in the INIT location, where it gets acted on.

I think most programs will by default use a RUN vector not the INIT. (including Basic compilers, Action). Of course, if a program includes both a DOS init segment, and a DOS run segment, you will have to get fancier.

Joe pointed out to me too, that using OSS DOS (and I think SpartaDOS) you can use a batch file to chain programs, rather than appending them. That may be a lot easier...

Hope this is useful to somebody out there: I thought it was going to be a 5 lines long but....

```
From -4040984823888934216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6be1f040c950337,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-26 15:51:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: Kermit For an 850 with a 830 modem...
```

Message-ID: <8609262251.AA04459@umix.cc.umich.edu>
Date: Fri, 26-Sep-86 18:51:32 EDT
Article-I.D.: umix.8609262251.AA04459
Posted: Fri Sep 26 18:51:32 1986
Date-Received: Tue, 30-Sep-86 03:49:48 EDT
References: <8609262117.AA04233@umix.cc.umich.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Do you mean an 835? They're command compatible with the 1030,
so you should just use that and a T: handler...
  -- Howard Chu
     hyc@umix.cc.umich.edu
     ihnp4!umich!umix!hyc

From 4216220721306136414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,bd566858e5d9072a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-27 14:43:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!suny-bing.CSNET!vx1245
From: vx1245@suny-bing.CSNET
Newsgroups: net.micro.atari8
Subject: kyan pascal
Message-ID: <8609282217.AA21930@ucbvax.Berkeley.EDU>
Date: Sat, 27-Sep-86 17:43:00 EDT
Article-I.D.: ucbvax.8609282217.AA21930
Posted: Sat Sep 27 17:43:00 1986
Date-Received: Tue, 30-Sep-86 19:04:03 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Has anyone out there tried Kyan Pascal?
How buggy is it?
Will it run with DOS XL and double density drives?
How long does it take to compile a 10-line program?
Is it ISO level 0 or level 1?
Is it worth $70?

Fred Sullivan
Dept. Math. Sci.
SUNY-Binghamton
vx1245@suny-bing

From 7740858407479439897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f97e2d58ad741841,start
X-Google-Attributes: gid15c82e,public

X-Google-ArrivalTime: 1986-09-28 15:06:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ihnp4!inuxc!inuxa!rmrin
From: rmrin@inuxa.UUCP (D Rickert)
Newsgroups: net.micro.atari8
Subject: 800XL and 130XE Difference ???
Message-ID: <208@inuxa.UUCP>
Date: Sun, 28-Sep-86 18:06:23 EDT
Article-I.D.: inuxa.208
Posted: Sun Sep 28 18:06:23 1986
Date-Received: Tue, 30-Sep-86 08:18:53 EDT
Distribution: na
Organization: AT&T Consumer Products, Indianapolis
Lines: 14

Hello ATARI,
Does Syncalc know the difference
between an 800XL and a 130XE?
Would I get faster execution on the
XE or a bigger spreadsheet?
Same question for ATARIWRITER.
Thanks. ihnp4!inuxa!rmrin
--

You are Beautiful,   Dick Rickert
my manufactured love;-   AT&T CPL
but it is only Svengali,   Indy, IN
talking to himself again.   Reward is its own virtue!

From 4523203581046506554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d612827cc92a5b52,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-28 19:30:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!MITRE.ARPA!abrams
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari8
Subject: XLENT word processor
Message-ID: <8609290226.AA09754@chance.mitre.org>
Date: Sun, 28-Sep-86 22:30:56 EDT
Article-I.D.: chance.8609290226.AA09754
Posted: Sun Sep 28 22:30:56 1986
Date-Received: Tue, 30-Sep-86 19:08:31 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

I recently read a rave review of a new word processor from XLENT. I
would be interested in corresponding with someone who has tried it and
has first-hand experience.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
  The MITRE Corporation, 7525 Colshire Drive
  Mail Stop W458, Mc Lean, VA 22102

From 5266180023152814649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f7d056e571ac6e62,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-29 05:16:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!D.ISI.EDU!DYOUNG
From: DYOUNG@D.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: OmniCom release
Message-ID: <8609291218.AA05454@ucbvax.Berkeley.EDU>
Date: Mon, 29-Sep-86 08:16:10 EDT
Article-I.D.: ucbvax.8609291218.AA05454
Posted: Mon Sep 29 08:16:10 1986
Date-Received: Tue, 30-Sep-86 20:26:04 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 35

As promised I am making OmniCom available to the net. This is a VT100/Kermit/XMODEM package that is designed to work with my 80 column enhancement OMNIVIEW. For serious mainframe users this program has much to offer over any other communication program. The VT100 emulation is superior to any other terminal emulator for the ATARI. The only one that is even in the same league is VT10SQ and OmniCom's VT100 has a much better character set (thanks to OMNIVIEW), its output is faster (scrolling is twice as fast), it supports inverse video, the keyboard map can be completely customized and supports key macros up to 17 characters, it can generate BREAK, and it is very configurable (all communication parameters, screen colors, etc.). Also, instead of having to load a different program to do XMODEM or Kermit, they are both built right in. I am particularly proud of my Kermit because it is more robust than any other implementation I have ever seen. What makes it so robust is how persistent it is when the remote computer is running in server mode. If a file transfer fails because of transmission problems it will start over and keep retrying that file until it finally succeeds. This is especially important when transferring a large number of files at once with wildcards.

Here on ISID we have a directory called <DUMMY> which can be logged onto without a password. Thus you can logon to ISID with FTP and fetch the OmniCom files from this directory. Login is accomplished by "LOG ANONYMOUS GUEST" followed by "CONN DUMMY". The two files are OC.OBJ and OC.DOC. You will probably have to do something like "SET TYPE TENEX" on your FTP to get the binary to transfer correctly. The

files are 11854 and 25515 bytes long respectively.

Although I am releasing OmniCom to the net members, it is not a public domain program. Please do not distribute it any further. Please report any bugs, comments, or additional desired features directly to me.

David Young
DYOUNG@D.ISI.EDU

From -3716789921931187514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f97e2d58ad741841
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-29 06:57:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!LABS-B.BBN.COM!rgenter
From: rgenter@LABS-B.BBN.COM (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Re: 800XL and 130XE Difference ???
Message-ID: <8609291358.AA06456@ucbvax.Berkeley.EDU>
Date: Mon, 29-Sep-86 09:57:33 EDT
Article-I.D.: ucbvax.8609291358.AA06456
Posted: Mon Sep 29 09:57:33 1986
Date-Received: Tue, 30-Sep-86 20:28:44 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

     I can't speak about SynCalc, but AtariWriter+ most definitely knows the difference between the 800XL and the 130XE. The disk on which AW+ is shipped contains the 800XL version on one side and the 130XE on the other. The 130XE version, according to the manual, uses the bank switching facilities of the XE to give you 3 buffers of ~15K characters each, as opposed to the ~12K buffer you get on the 800XL.

                        - Rick

Rick Genter   BBN Laboratories Inc.
(617) 497-3848   10 Moulton St. 6/512
rgenter@labs-b.bbn.COM (Internet new)   Cambridge, MA   02238
rgenter@bbn-labs-b.ARPA (Internet old)   linus!rgenter%BBN-LABS-B.ARPA (UUCP)

From -7146323155492666093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f97e2d58ad741841
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-29 11:20:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!topaz!appelbau

From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: 800XL and 130XE Difference ???
Message-ID: <5988@topaz.RUTGERS.EDU>
Date: Mon, 29-Sep-86 14:20:50 EDT
Article-I.D.: topaz.5988
Posted: Mon Sep 29 14:20:50 1986
Date-Received: Wed, 1-Oct-86 01:14:21 EDT
References: <8609291358.AA06456@ucbvax.Berkeley.EDU>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 7
Cc: appelbau

The 130xe version of Syncalc gives you more cells, than the older version. The 130xe version can run an the older machines.
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!appelbau

From -8773382638304589888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,17d01c86df3efa2c,start
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,17d01c86df3efa2c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-29 11:33:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!cbmvax!amiga!pyramid!gould9!ncr-sd!hp-sdd!nick
From: nick@hp-sdd.UUCP (Nick Flor)
Newsgroups: net.micro.atari16,net.micro.atari8
Subject: Need schematics for Atari 810 disk drive
Message-ID: <456@hp-sdd.UUCP>
Date: Mon, 29-Sep-86 14:33:43 EDT
Article-I.D.: hp-sdd.456
Posted: Mon Sep 29 14:33:43 1986
Date-Received: Wed, 1-Oct-86 01:44:26 EDT
Distribution: net
Organization: Hewlett Packard, San Diego
Lines: 16
Xref: watmath net.micro.atari16:2238 net.micro.atari8:478

Sorry if I've cross-posted to the wrong newsgroups.

I need the schematics for the Atari 810 disk drive. Can someone tell me how to get them. (You know, give an address/phone number to call)

Thank you in advance.

--

The above opinions are my own and do not necessarily reflect those of my
employers.
==*=*=*=*=*=*=*=*=*
Nick V. Flor -- Flick
..hplabs!hp-sdd!nick
==*=*=*=*=*=*=*=*=*
"What's going down in this world, you got no idea. Believe me."
--The Comedian

From -6792101000362368140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f97e2d58ad741841
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-29 13:29:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!cbmvax!bpa!burdvax!sdcrdcf!ucla-cs!rutgers!topaz!
nike!ucbcad!ucbvax!LABS-B.BBN.COM!rgenter
From: rgenter@LABS-B.BBN.COM (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Re: 800XL and 130XE Difference ???
Message-ID: <1792@curly.ucla-cs.ARPA>
Date: Mon, 29-Sep-86 16:29:23 EDT
Article-I.D.: curly.1792
Posted: Mon Sep 29 16:29:23 1986
Date-Received: Thu, 2-Oct-86 21:22:09 EDT
Organization: The ARPA Internet
Lines: 14

     I can't speak about SynCalc, but AtariWriter+ most definitely knows the
difference between the 800XL and the 130XE. The disk on which AW+ is shipped
contains the 800XL version on one side and the 130XE on the other. The 130XE
version, according to the manual, uses the bank switching facilities of the
XE to give you 3 buffers of ~15K characters each, as opposed to the ~12K buffer
you get on the 800XL.

                        - Rick

Rick Genter   BBN Laboratories Inc.
(617) 497-3848   10 Moulton St. 6/512
rgenter@labs-b.bbn.COM (Internet new)   Cambridge, MA   02238
rgenter@bbn-labs-b.ARPA (Internet old)   linus!rgenter%BBN-LABS-B.ARPA (UUCP)

From 1055353614397310708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,420df0cc78a9678,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-30 08:17:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!J.BBN.COM!mckenzie
From: mckenzie@J.BBN.COM (Alex McKenzie)

Newsgroups: net.micro.atari8
Subject: Information Sought
Message-ID: <8609301605.AA13201@ucbvax.Berkeley.EDU>
Date: Tue, 30-Sep-86 11:17:48 EDT
Article-I.D.: ucbvax.8609301605.AA13201
Posted: Tue Sep 30 11:17:48 1986
Date-Received: Wed, 1-Oct-86 05:09:43 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

I'm looking for some information about software for the 800 to make stationery, signs, cards, etc. Can anyone comment on the capabilities of "Print Shop", "Page Designer", "Rubber Stamp","Megafont" or any others. Assuming they all do roughly the same thing, any opinions about which is best (is this even a good assumption - all I know is that I've seen their names in magazines)?

Also I'm looking for some "flash card" type software to help my third grader practice math (currently addition/subtraction, but multiplication and division are coming). I've hacked together some basic programs, but they aren't very flashy and hence seem too much like school. Is anyone aware of software for this type of drill with pizazz?

Thanks for any help,
Alex McKenzie (mckenzie@j.bbn.com)

From -6129142308082266212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,269055299123aac0,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-09-30 16:30:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!D.ISI.EDU!DYOUNG
From: DYOUNG@D.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: OmniCom update
Message-ID: <8610010138.AA02309@ucbvax.Berkeley.EDU>
Date: Tue, 30-Sep-86 19:30:16 EDT
Article-I.D.: ucbvax.8610010138.AA02309
Posted: Tue Sep 30 19:30:16 1986
Date-Received: Thu, 2-Oct-86 21:04:24 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

A couple of bugs have been brought to my attention and I have fixed them. One has to do with the BREAK command and the other with the command to save parameters to disk. If you have OmniCom and have had trouble with these features then you will want to fetch this new release. As before, it is on the <DUMMY> directory at ISID.

David Young

From -7679622180546741279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,61a85c2e45ce6b70,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-01 11:57:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!think!nike!ucbcad!ucbvax!Xerox.COM!Ishler.WBST
From: Ishler.WBST@Xerox.COM
Newsgroups: net.micro.atari8
Subject: CX85 Keypad software request.
Message-ID: <861001-115744-2687@Xerox>
Date: Wed, 1-Oct-86 14:57:40 EDT
Article-I.D.: Xerox.861001-115744-2687
Posted: Wed Oct 1 14:57:40 1986
Date-Received: Fri, 3-Oct-86 11:38:21 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

A co-worker recently purchased an ATARI CX85 numeric keypad. This unit
arrived without documentation or software. Does anyone in net-land have
documentation and/or software for using this beast?

Thanks in advance

Mike

From 3522551413874994549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f562131c783fa2e9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-02 04:37:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!think!nike!ucbcad!ucbvax!D.ISI.EDU!DYOUNG
From: DYOUNG@D.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: OmniCom
Message-ID: <8610030915.AA16645@ucbvax.Berkeley.EDU>
Date: Thu, 2-Oct-86 07:37:42 EDT
Article-I.D.: ucbvax.8610030915.AA16645
Posted: Thu Oct 2 07:37:42 1986
Date-Received: Sat, 4-Oct-86 10:07:19 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

I have had numerous requests from people outside the Arpanet for
alternate ways for them to get their hands on OmniCom because they
cannot FTP from ISID. If they would like they can dial up ISID and use

Kermit or xmodem (called TMODEM on our host). One of their many numbers
is 213-822-1284.

One other offer I will make is only good for this month. If you will
send me a self-addressed stamped mailer with a NEW blank disk I will
send you a copy. After this month the cost is the usual $10.00.

David Young
CDY Consulting
421 Hanbee
Richardson, TX 75080

From -8065006400763690569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,420df0cc78a9678
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-02 06:55:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: Information Sought
Message-ID: <6048@topaz.RUTGERS.EDU>
Date: Thu, 2-Oct-86 09:55:24 EDT
Article-I.D.: topaz.6048
Posted: Thu Oct 2 09:55:24 1986
Date-Received: Sat, 4-Oct-86 05:42:57 EDT
References: <8609301605.AA13201@ucbvax.Berkeley.EDU>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 9
Cc: appelbau

I use Print Shop to print letterheads. I find it very easy to use. I
have never used any of the other products so I can't compare them ,
but I do feel that print shop offers more graphics than anything else.
There are 3 ps libraries available for sale, most user groups have pd
graphics.
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!appelbau

From 4367356692385011319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,305e7b70266c1b16,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-02 08:36:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watnot.UUCP
Path: utzoo!watmath!watnot!cbbrowne

From: cbbrowne@watnot.UUCP (Christopher Browne)
Newsgroups: net.micro.atari8
Subject: Mailing Lists...
Message-ID: <12045@watnot.UUCP>
Date: Thu, 2-Oct-86 11:36:04 EDT
Article-I.D.: watnot.12045
Posted: Thu Oct 2 11:36:04 1986
Date-Received: Sat, 4-Oct-86 05:23:35 EDT
Reply-To: cbbrowne@watnot.UUCP (Christopher Browne)
Organization: U of Waterloo, Ontario
Lines: 13
Summary:

Please put me on the mailing list.

--
            Christopher Browne
            University of Waterloo
            Faculty of Mathematics

             "To do is to be." -- Aristotle
          "To be is to do." -- Socrates
          "Do be do be do." -- Sinatra
          "Do be a do bee." -- Miss Sally of Romper Room fame.
          "Yabba dabba do." -- Fred Flintstone
          "DO...BEGIN..END" -- Niklaus Wirth

From -214698567458618039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,61a85c2e45ce6b70
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-03 04:54:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ucbvax!XEROX.COM!"Thomas_R._Moenter.rochX2"
From: "Thomas_R._Moenter.rochX2"@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Re: CX85 Keypad software request.
Message-ID: <861003-101642-2185@Xerox>
Date: Fri, 3-Oct-86 07:54:31 EDT
Article-I.D.: Xerox.861003-101642-2185
Posted: Fri Oct 3 07:54:31 1986
Date-Received: Sat, 4-Oct-86 12:29:32 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I have both documentation and software. I modified the handler a bit to
make it more flexible. Send me a disk in company mail and I'll copy what
I have and return via the same route.

Tom Moenter
Xerox Sq. 08A

x36978

From -3084463556290531337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,17d01c86df3efa2c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-03 15:34:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ihnp4!drutx!gfs
From: gfs@drutx.UUCP (SkinnerGF)
Newsgroups: net.micro.atari8
Subject: Re: Need schematics for Atari 810 disk drive
Message-ID: <1511@drutx.UUCP>
Date: Fri, 3-Oct-86 18:34:07 EDT
Article-I.D.: drutx.1511
Posted: Fri Oct 3 18:34:07 1986
Date-Received: Sat, 4-Oct-86 12:46:37 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 10

there are 2 possible sources:
first buy an Antic or Analog magazine,
look up the ad for B&C computers
  they usually sell the Field Service Manual for the 810
  if they don't, look at the other ads

The other source is the SAMS CompuetrFacts
  again look in the ads

hope this helps..... gary skinner at ATT in Denver

From -6824882344981075255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5c84358894f0f151,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-03 21:22:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!elbereth!rutgers!sri-spam!nike!ucbcad!ucbvax!
RITVAXA.BITNET!REG8899
From: REG8899@RITVAXA.BITNET
Newsgroups: net.micro.atari8
Subject: LIST REQUEST
Message-ID: <8610040421.AA13706@ucbvax>
Date: Sat, 4-Oct-86 00:22:03 EDT
Article-I.D.: ucbvax.8610040421.AA13706
Posted: Sat Oct 4 00:22:03 1986
Date-Received: Sat, 4-Oct-86 13:25:41 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

PLEASE PUT ME ON THE LIST-
THE ATARI 8 BIT COMPUTER

NAME : RICH GERBER
ACCT : REG8899
NODE : RITVAXA
NET : BITNET

From -6763620649193953645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f2649892e9c828ce,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-03 21:50:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cuae2!ihnp4!chinet!cabbie
From: cabbie@chinet.UUCP (Richard Andrews)
Newsgroups: net.micro.atari8
Subject: CX-85 keypad handler source code
Message-ID: <594@chinet.UUCP>
Date: Sat, 4-Oct-86 00:50:32 EDT
Article-I.D.: chinet.594
Posted: Sat Oct 4 00:50:32 1986
Date-Received: Sat, 4-Oct-86 13:44:20 EDT
Reply-To: cabbie@chinet.UUCP (Richard Andrews)
Organization: chinet, Public Access UN*X, Chicago IL
Lines: 201

Well, here is is folks. The original keypad handler as distributed by Atari. Redefine any of the keys any way that you like. This version is for port 2 and is easily modified for port 1. If you need to have it in port one then replace the calls and remove some of the shifts.

```
1000     .TITLE "CX85 NUMERIC KEYPAD HANDLER - Mac65 version"
1010     .PAGE "Dissasembled by Rich Andrews, Lockport, Il."
1020 ;
1030 ;There was no copyright notice in the original
1040 ; code but one must assume it is public domain
1050 ;and was probably written by Atari Inc.
1060 ;(no one else would have bothered!)
1070 ;once called by Basic do not call again
1080 ;Call thru basic with a X=USR(32512)
1090 ;
1100     .PAGE "CX-85 EQUATES"
1110 ;*****************************
1120 ;System equates used
1130 ;*****************************
1140 ATRACT = $4D
1150 VVBLKD = $0224
1160 STRIG0 = $0284
```

```
1170 STRIG1 = $0285
1180 CH  =   $02FC
1190 ALLPOT = $D208
1200 PORTA = $D300
1210 SETVBV = $E45C
1220 XITVBV = $E462
1230 ;
1240 ;*****************************
1250 ;End of system equates
1260 ;*****************************
1270 ;The following is the keycode
1280 ;equates which are from CH. As
1290 ;per the Atari hardware manual.
1300 ;*****************************
1310 ;
1320 ;
1330 ESC =   $1C
1340 SPC =   $21
1350 DEL =   $34
1360 Y   =   $2B
1370 ZERO =  $32
1380 ONE =   $1F
1390 TWO =   $1E
1400 THREE = $1A
1410 FOUR =  $18
1420 FIVE =  $1D
1430 SIX =   $1B
1440 SEVEN = $33
1450 EIGHT = $35
1460 NINE =  $30
1470 PERIOD = $22
1480 MINUS = $0E
1490 CR  =   $0C
1500 ;
1510     .PAGE "CX-85 HANDLER INSTALLATION ROUTINE"
1520 ;*****************************
1530 ;This is the start of the installation routine
1540 ;*****************************
1550 ;
1560 ;
1570     .ORG $7F00  ;Start code just below GR.0 screen.
1580     PLA         ;This routine is to be called by basic hence the PLA
1590 ;Remove the PLA instruction for a stand alone file
1600     LDA VVBLKD  ;Call with X=USR(32512)
1610 ;The installation routine could also be a M/L string with the rest
1620 ;of the code previously loaded in via DOS.
1630     STA EXIT+1
1640     LDA VVBLKD+1
1650     STA EXIT+2
1660     LDY #<VBICODE
1670     LDX #>VBICODE
1680     LDA #$07    ;Command to reset vbi pointers.
1690     JSR SETVBV  ;Install vbi routine into interrupt chain.
```

```
1700     RTS         ;Return to caller.
1710     .PAGE "CX85 HANDLER LOOKUP TABLE"
1720 ;*****************************
1730 LOOKUP ;        This is the lookup table.  This portion can be located
1740 ;in a different area in memory than the Main routine or the
1750 ;installation routine.
1760 ;*****************************
1770     .BYTE $0C,ESC
1780     .BYTE $14,SPC,$10,DEL,$18,Y
1790     .BYTE $1C,ZERO,$19,ONE,$1A,TWO
1800     .BYTE $1B,THREE,$11,FOUR,$12
1810     .BYTE FIVE,$13,SIX,$15,SEVEN
1820     .BYTE $16,EIGHT,$17,NINE,$1D
1830     .BYTE PERIOD,$1F,MINUS,$1E
1840     .BYTE CR
1850     BRK         ;End of table delimiter
1860 ;*****************************
1870 ;By changing the table one could define
1880 ;the keys on the CX85 to mean anything!
1890 ;How about some new functions to be accessed
1900 ;through a wedge of some sort?  Terminal
1910 ;program phone dialer?  Maybe a bookkeeping
1920 ;program? As long as it is a printable
1930 ;character it will work. Rich A.
1940     .PAGE "CX-85 HANDLER MAIN VBI ROUTINE"
1950 ;*****************************
1960 ;The vbi routine starts here.
1970 ;*****************************
1980 ;This portion can be located anywhere in memory.
1990 ;*****************************
2000 VBICODE
2010     LDA STRIG1  ;trigger pressed?
2020     BNE SET2BYE ;no-go clr buffer #2+exit.
2030     LDA #$00
2040     STA ATRACT  ;kill attract mode
2050     LDA PORTA   ;lets get some bits
2060     LSR A       ;divide by 2
2070     LSR A       ;divide it again
2080     LSR A       ;ditto
2090     LSR A       ;one more time (Sam?)
2100     STA BUFR1   ;now stuff it in buffer 1
2110     LDA ALLPOT  ;read all the pot lines
2120     AND #$08    ;if it is >=8,then make it 0
2130     EOR #$08    ;if it is <8 then make it 8
2140     ASL A       ;times 2
2150     ORA BUFR1
2160     LDY #$00
2170 ;*****************************
2180 FINDIT
2190     CMP LOOKUP,Y
2200     BEQ FOUND   ;found the code
2210     INY
2220     INY
```

```
2230     LDX LOOKUP,Y
2240     BEQ EXIT
2250     BNE FINDIT
2260 ;*****************************
2270 FOUND
2280     TAX
2290     INY
2300     LDA LOOKUP,Y
2310     CMP BUFR2
2320     BEQ PUTCHR
2330     STA BUFR2
2340     STA CH
2350     LDA #$30
2360     STA BUFR3
2370     BNE EXIT    ;always exit
2380 ;*****************************
2390 SET2BYE
2400     LDA #$C0    ;when trig1 is not pressed
2410     STA BUFR2   ;read will come back with $C0
2420     BNE EXIT    ;always exit
2430 ;*****************************
2440 PUTCHR
2450     LDX BUFR3
2460     DEX
2470     BNE SET3BYE
2480     STA CH
2490     LDA #$06
2500     STA BUFR3
2510     BNE EXIT
2520 ;**********************
2530 SET3BYE
2540     STX BUFR3
2550 ;**********************
2560 EXIT
2570     JMP XITVBV  ;see you next vbi
2580 ;**********************
2590 BUFR1
2600     .DS 1       ;reserve 1 byte
2610 ;**********************
2620 BUFR2
2630     .DS 1       ;reserve 1 byte
2640 ;**********************
2650 BUFR3
2660     .DS 1       ;reserve 1 byte
2670 ;**********************
2680     .END
2690 ;The original key layout is as
2700 ;follows
2710 ;-----------------------
2720 ; esc                  |
2730 ;       7 8 9    -     |
2740 ;  N    4 5 6    r     |
2750 ;<del>  1 2 3    e     |
```

```
2760 ;  Y     0  .    t     |
2770 ;                      |
2780 ;----------------------
2790 ; <eof>
```

enjoy...

186,000 miles per second.......
         It's not just a good idea. It's the law!

                              Rich Andrews
                              ...ihnp4!chinet!cabbie

standard disclaimer...
Any opinions expressed in the above article are mine. If anyone has any
flames please send them to ....null!device!local.

From 5393174368887677963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,6d452d22ae780db9,start
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,6d452d22ae780db9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-06 15:40:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Atari Explorer
Message-ID: <6109@topaz.RUTGERS.EDU>
Date: Mon, 6-Oct-86 18:40:43 EDT
Article-I.D.: topaz.6109
Posted: Mon Oct 6 18:40:43 1986
Date-Received: Wed, 8-Oct-86 00:17:11 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 4
Xref: mnetor net.micro.atari8:480 net.micro.atari16:2356
Cc: appelbau

I remember that a while ago Neil Harris said that Atari Explorer would
be published in July, well it's now October and no Atari Explorer.
What's happening with it? Is it still going to be "Atari's Vioce?"

From -2884041602697652542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,467910c0223afed5,start
X-Google-Attributes: gid15c82e,public

X-Google-ArrivalTime: 1986-10-08 14:25:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!nike!ucbcad!ucbvax!MITRE.ARPA!abrams
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari8
Subject: Moderators needed
Message-ID: <8610081413.AA02894@chance.mitre.org>
Date: Wed, 8-Oct-86 17:25:39 EDT
Article-I.D.: chance.8610081413.AA02894
Posted: Wed Oct 8 17:25:39 1986
Date-Received: Thu, 9-Oct-86 02:35:50 EDT
Sender: broome@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

The moderation of info-atari is currently shared so that a person need
only perform the function one day a week. A few of the present
moderators have to resign due to outside demands on their time. New
volunteers are solicited.

As you know, info-atari runs on score.arpa. A moderator will need to
be able to log into score. I can provide manuals and hints on the
TOPS-20 operating system and how the moderator performs his/her function.

An offer to host info-atari on another site would also be acceptable.

If we are to keep this service available, we need people to work on it.
Thanks for your cooperation.

Sincerely,

 - Marshall D. Abrams, phone: (703) 883-6938
   The MITRE Corporation, 7525 Colshire Drive
   Mail Stop W458, Mc Lean, VA   22102

From -7884698388679211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,417e1447003f7320,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-09 10:20:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!caip!clyde!cbatt!ihnp4!ihlpl!view3b5
From: view3b5@ihlpl.UUCP (Pruitt)
Newsgroups: net.micro.atari8
Subject: November 1986 ANTIC TOC
Message-ID: <1390@ihlpl.UUCP>
Date: Thu, 9-Oct-86 13:20:09 EDT
Article-I.D.: ihlpl.1390
Posted: Thu Oct 9 13:20:09 1986
Date-Received: Fri, 10-Oct-86 03:47:34 EDT
Distribution: net
Organization: AT&T Bell Labs, Naperville, IL

Lines: 156

**********Ignore Header**********

November 1986 ANTIC TOC
Theme: Personal Finance

page article

6 I/O BOARD
Letters from Readers.

11 BUDGET dB
Budget dB provides the kind of powerful, user-friendly personal finance help you'd expect from a commercial software product. This BASIC program makes it a lot easier to create and maintain an itemized budget with categories that you can change to fit your own needs. It also balances your checkbook and reconciles your credit accounts, even if you don't want to keep up a monthly budget.

23 CALCULATE YOUR CAR LOAN
With Car Financer, you not only can figure out how much your monthly payments on a car (or any financed purchase) will be, but you can also determine how you might save money with different payment plans.

27 GAME OF THE MONTH: CLIFFHANGER
Cliffhanger is a frantic attempt to defy Martian gravity. With your mechanical catcher, you must grab debris as it hurtles--sideways--before it collapses the cliff you're standing on. BASIC.

31 V-GRAPH
V-Graph draws professional-looking business or school graphs--bar, line or point graphs--that you can display, save and print. This straightforward, useful graphing program also accepts data from VisiCalc spreadsheets. BASIC.

34 PRODUCT REVIEWS (Personal Finance)
Software
INSYST! (SoSoft Software)
Checkbook Plus (A-Plus Enterprises)
Business Manager (Reeve Software)

37 AUTO TYPO
An enhanced version of ANTIC's TYPO II.

42 XL COLOR BOOST
An article describing how you can modify your 800XL to sharpen color and eliminate color smear. This fix has not been tried on any other model.

45 PRODUCT REVIEWS
Software
Quizmaster Construction Set (Ezuse Software)
Print Shop Companion (Broderbund Software)
Hardball (Accolade)
Hardware
Avatex 1200 Modem (E+E DataComm)

53 COMMUNICATIONS: BBS EXPRESS!

A review of this software from Orion Micro Systems. It is written by Keith Ledbetter who wrote EXPRESS! and is a SIG*Atari sysop.

60 NEW PRODUCTS (DESCRIPTION ONLY)

Software

- First Xlent Word Processor (XLEnt Software)
- Master Disk Directory II (Zobian Controls)--use with RAT
- YEMACYB (Electronical Software)--printing software
- Pro Football Handicapper (Software Exchange)
- Miniature Golf Plus (XLEnt Software)
- The Linguist (Gessler Educational Software)

Hardware

- Persistent RAM Cartridge (Intra-Tech Computer Products)
- Reference Pak, Stamp Pac (Wise Products Co)--These two keyboard template cards work with XLEnt's Typesetter and Rubber Stamp

61 NEW OWNERS COLUMN

This is lesson 8 and covers INPUT and DATA statements.

**********BEGIN THE ST RESOURCE SECTION**********

68 LDW COMPLIED BASIC

A review of the LDW BASIC Compiler from Logical Design Works, Inc.

71 ST PRODUCT NEWS

New Products (description only)

- Microsoft Write (Atari Corp.)
- Color Writer (Shanner International Corp)
- STKey (Shanner International Corp)
- Soundwave SW-1 (Shanner International Corp)
- Soundwave SW-8 (Shanner International Corp)
- MacroDesk (Shanner International Corp)
- PaintPro (Abacus Software)
- TextPro (Abacus Software)
- FilePro (Abacus Software)
- Introduction to MIDI Programming (Abacus Software)
- Paintworks (Activision Inc)---formerly N-Vision
- Menu+ (Metacomco)
- AC/Fortran (Absoft Corp)
- Leather Goddesses of Phobos (Infocom Inc)
- Moonmist (Infocom Inc)
- Trinity (Infocom Inc)
- Mark Williams C (Mark Williams Co.)
- Math Wizard (Unicorn Software)
- Decimal Dungeon (Unicorn Software)
- Fraction Action (Unicorn Software)
- Pro Football Wizard (MichTron)
- 8 Ball (MichTron)
- Your Financial Future (MichTron)
- Talisman (Talent Computer Systems)
- Workstation IV (Port-A-Byte)
- Word Writer ST (Timeworks, Inc)
- Swiftcalc ST (Timeworks, Inc)

Data Manager ST (Timeworks, Inc)
Hippo EPROM Burner (Hippopotamus Software)
Leader Board (Access Software, Inc)
The Timekeeper (Navarone Industries)
74 PC BOARD DESIGNER
A review of PCBoard Designer from Abacus Software, Inc.
81 ST BASIC HANGMAN
An ST version of this popular public domain game.
83 GRAPHIC ARTIST
A review of Graphic Artist from PCA. The price of this sophisticated program was recently dropped to $199.
88 I*S TALK
A review of this full featured communications package from Batteries Included.
93 ST PRODUCT REVIEWS
Software
Thunder! (Batteries Included)
Cornerman (MichTron)
Kissed (MichTron)
Hacker II: Doomsday Papers (Activision, Inc.)
Disk Library (Classic Image)
Gateway (Action Software)

**********END THE ST RESOURCE SECTION**********

103 SOFTWARE LIBRARY
This section contains all the program listings for the articles in this issue.

Coming next month: Annual Shoppers Guide
-Buying guide for 8-bit Atari software and peripherals
-Stepper motor robot-controller for 8-bit and ST
-New Atari printers reviewed

Comments: For those of you interested in such things, Happy Computers is shipping Rev. 7 with their Happy Enhancement. This was favorably reviewed in the Oct. issue of "Current Notes". Does anyone belong to GCP (Games Computers Play, Inc)? Their ad is very enticing to anyone with 1200 baud. They don't charge a premium for it and don't charge a hourly surcharge for tymnet. There is a very impressive ad for Virtusonic Corp program called Virtusoso that allows your to combine music with animation, text or whatever you want to do. They claim they will ship Nov. 10. If anyone gets this software, please put a review on netnews.

Kit Kimes
AT&T-ISL
1100 E. Warrenville Rd.
Naperville, IL 60566
...!ihnp4!iwvae!kimes

From -1869039171405515706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e2bb59d344fe1a50,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,e2bb59d344fe1a50,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-09 11:30:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Atari BBS
Message-ID: <6156@topaz.RUTGERS.EDU>
Date: Thu, 9-Oct-86 14:30:12 EDT
Article-I.D.: topaz.6156
Posted: Thu Oct 9 14:30:12 1986
Date-Received: Fri, 10-Oct-86 01:18:16 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 8
Keywords: phone number???
Xref: mnetor net.micro.atari8:482 net.micro.atari16:2425
Cc: appelbau@topaz.rutgers.edu

I seem to have misplaced the number of Atari's BBS in Calif. Also is
it possible for somebody to post to the net a listing of both the 8
and 16 bit software on Atari Base.
--
Marc L. Appelbaum
Arpa: appelbau@blue.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbau

From -2475287144655569498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,46493a38999430b1,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-09 22:31:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!cmcl2!husc6!uwvax!rutgers!caip!clyde!cbatt!ihnp4!chinet!
cabbie
From: cabbie@chinet.UUCP (Richard Andrews)
Newsgroups: net.micro.atari8
Subject: RS-232 port mod
Message-ID: <611@chinet.UUCP>
Date: Fri, 10-Oct-86 01:31:15 EDT
Article-I.D.: chinet.611
Posted: Fri Oct 10 01:31:15 1986
Date-Received: Sat, 11-Oct-86 20:38:23 EDT
Reply-To: cabbie@chinet.UUCP (Richard Andrews)
Organization: chinet, Public Access UN*X, Chicago IL

Lines: 22
Keywords: RS-232 port for the XL-XE's

I have been contemplating a mod to the XL-XE line of Atari computers. It is a uart (RS-232 port). The way that I see it, it wouldn't require too much work. It would be interrupt driven for receive and transmit. There are two unused interrupt vectors in the OS, namely VPRCED and VINTER at locations $202-203 and $204-205. The uart would be mapped to $D700-$D70F. The code for the actual IO would boot from disk like the the 850 code does now. I have the chip count up to 3 chips and now I have two questions-

1) Is anyone interested in such a mod either internal or external to their machine as a public domain item? (internal would be neat...just a DB-25 connector out the rear.)

2) Is anyone interested in marketing such a modification?

The total cost to build should be around $25-$30 tops.

Any comments?????? reply to....

Rich Andrews
...ihnp4!chinet!cabbie

From -6519528237707529040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6d452d22ae780db9
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,6d452d22ae780db9
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-10 15:02:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!elbereth!rutgers!sri-spam!sri-unix!hplabs!pyramid!decwrl!sun!imagen!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari Explorer
Message-ID: <439@atari.UUcp>
Date: Fri, 10-Oct-86 18:02:37 EDT
Article-I.D.: atari.439
Posted: Fri Oct 10 18:02:37 1986
Date-Received: Sun, 12-Oct-86 13:41:06 EDT
References: <6109@topaz.RUTGERS.EDU>
Organization: Atari Corp/Mktg
Lines: 26
Xref: watmath net.micro.atari8:503 net.micro.atari16:2509
Summary: It's here...

In article <6109@topaz.RUTGERS.EDU>, appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum) writes:

>
> I remember that a while ago Neil Harris said that Atari Explorer would
> be published in July, well it's now October and no Atari Explorer.
> What's happening with it? Is it still going to be "Atari's Vioce?"

I have in my office the new issue of Atari Explorer. Newsstands should
be receiving them already, as should the existing subscribers.

As promised in the editorial, the next issue will be out in a little less
than 2 months.

--
--->Neil @ Atari

...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil

BIX: neilharris CIS: 70007,1135 Delphi: NEILHARRIS
GENIE: nharris WELL: neil Atari Corp. BBS 408-745-5308

US Mail: Atari Corp.
         1196 Borregas Ave.
         Sunnyvale, CA 94086

"I'm a 20th century man but I don't want to die here." -- Ray Davies

From 7376358858806133242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,37871ddaa593c118,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-10 18:36:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!sri-spam!sri-unix!hplabs!tektronix!tekgen!
tekigm!tekigm2!jimc
From: jimc@tekigm2.UUCP (Jim Coleman)
Newsgroups: net.micro.atari8
Subject: laser disk for 8 bit ataris
Message-ID: <1086@tekigm2.UUCP>
Date: Fri, 10-Oct-86 21:36:17 EDT
Article-I.D.: tekigm2.1086
Posted: Fri Oct 10 21:36:17 1986
Date-Received: Sat, 11-Oct-86 21:49:03 EDT
Organization: Tektronix Inc., Beaverton, Or.
Lines: 5

I have heard news about taking laser disks and somehow
hooking them up to 8 bit ataris. I think atari did this
only once, but they said that you could store approx.
100 127 bite disks on one laser disk. Does anyone know
anything about these?

From -6078242874700568231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,23e0be56144dce9d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-10 20:56:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!nike!ucbcad!ucbvax!RELAY.CS.NET!
HAAR%RCSMPA%gmr.com
From: HAAR%RCSMPA%gmr.com@RELAY.CS.NET (RLH)
Newsgroups: net.micro.atari8
Subject: BSR X10 program
Message-ID: <8610110355.AA14684@ucbvax.Berkeley.EDU>
Date: Fri, 10-Oct-86 23:56:03 EDT
Article-I.D.: ucbvax.8610110355.AA14684
Posted: Fri Oct 10 23:56:03 1986
Date-Received: Sat, 11-Oct-86 21:03:58 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

Does anyone have a PD program to allow an Atari 400/800 to drive
a BSR X-10 Powerhouse module ?

FYI: the Powerhouse module is a controller for BSR X-10 power-line
remote control devices to turn on/off/dim lights, appliances, radios,
etc. It comes in different versions with interface cables and software
for Apples, Commodores, and IBM-PC's. DAK Industries is currently selling
this unit for about $20.00 - it lists for $120.00. I bought one because
this is such a good deal even though I don't have one of the supported
micros. The IBM=PC version has a standard RS232 interface (DB-25 even).
It is programmed from the host computer either to immediately turn on/off
some device or to set up a schedule of timer events with such niceties
as having differnet schedules nfor weekdays and weekends.

I would like to get a program for the 8 bit Ataris to drive this
device. Does anyone know of one?

Bob Haar
CSNET: HAAR@GMR.COM
ARAPNET: HAAR.GMR@CSNET-RELAY.CSNET

From -3536723944179008494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,46493a38999430b1
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-11 05:18:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!cmcl2!yale!husc6!think!nike!ucbcad!ucbvax!D.ISI.EDU!
DYOUNG
From: DYOUNG@D.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8

Subject: Re: RS-232 port mod
Message-ID: <8610111221.AA22601@ucbvax.Berkeley.EDU>
Date: Sat, 11-Oct-86 08:18:58 EDT
Article-I.D.: ucbvax.8610111221.AA22601
Posted: Sat Oct 11 08:18:58 1986
Date-Received: Sat, 11-Oct-86 21:35:49 EDT
References: <611@chinet.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

An internal uart would be wonderful because we could then run disk I/O and
printer I/O simultaneously with serial I/O. I heartily recommend a public
domain item.

David Young

From -4228873603865783947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,23e0be56144dce9d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-11 13:29:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: BSR X10 program
Message-ID: <8610112012.AA24233@mitre-bedford.ARPA>
Date: Sat, 11-Oct-86 16:29:13 EDT
Article-I.D.: mitre-be.8610112012.AA24233
Posted: Sat Oct 11 16:29:13 1986
Date-Received: Sat, 11-Oct-86 21:58:57 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 21

I don't know of one but I am interested in getting such a capability myself.
For $20 I may want to buy one of the units "on spec" as you did.

Also, I may be able to write a suitable program or contribute to the writing
thereof. It should ideally run in a cartridge so you don't need a disk drive
for the security system. It would be even better if it didn't need an RS-232
interface. The joystick ports on the Atari can be used for both input and
output, and the serial I/O port can be converted into an RS-232 port with the
addition of a couple of level translator chips (that's what an R:verter is,
folks).

Please post the phone number and address of DAK and the catalog date and order
number of this BSR gadget!!!

Is anyone else out there in net-land interested in collaborating on the design

of a cheap BSR security system controller package to run on a bare bones 800XL with no disk drive and no 850 interface? At last report the XL is going for $69.95 by itself.

-John Sangster
jhs@mitre-bedford.arpa

From 7585799109361313501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,46493a38999430b1
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-11 13:40:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!rutgers!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: RS-232 port mod
Message-ID: <8610112017.AA24270@mitre-bedford.ARPA>
Date: Sat, 11-Oct-86 16:40:02 EDT
Article-I.D.: mitre-be.8610112017.AA24270
Posted: Sat Oct 11 16:40:02 1986
Date-Received: Sat, 11-Oct-86 21:59:09 EDT
References: <611@chinet.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 10

I understand the R:Verter gives you another very cheap way to get an RS-232 port, namely use the existing serial I/O channel used for the peripherals, together with MC1488-14889 level converters, the only external chips you need. The "UART" is already implemented in the POKEY chip and all you need to make it work is the software (which may be tricky, but as it uses no silicon, software is free, isn't it?). Does anyone out there in net-land know where to get a driver for the R:Verter? Is is Public Domain?

-John Sangster
jhs@mitre-bedford.arpa

From 2493098941304404817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,46493a38999430b1
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-11 13:50:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!
jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: RS-232 port mod
Message-ID: <8610112039.AA24469@mitre-bedford.ARPA>
Date: Sat, 11-Oct-86 16:50:28 EDT

Article-I.D.: mitre-be.8610112039.AA24469
Posted: Sat Oct 11 16:50:28 1986
Date-Received: Sat, 11-Oct-86 21:59:22 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 13

The little general purpose interface people were asking me about (and of which I sent schematics out to a lot of people) has a MC6850 ACIA port, which can run 19.2 Kbits/sec independent of the SIO bus. I could probably get my cousin to do up a PC board of this thing if I wheedled him a little. It is designed to run from the parallel port of the 800XL, but maybe there's a way to bring it out of the cartridge port on the old 800. I wouldn't mind having one of that type myself now that I have an 800 sitting around also.

David, what do you have down there, an old 800 or other assorted 8-bitters?

-John Sangster
jhs@mitre-bedford.arpa
...ihnp4!linus!mbunix!jhs

From 3331123859811828281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,37871ddaa593c118
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-12 10:50:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!rutgers!lll-crg!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: laser disk for 8 bit ataris
Message-ID: <8610121746.AA04422@mitre-bedford.ARPA>
Date: Sun, 12-Oct-86 13:50:10 EDT
Article-I.D.: mitre-be.8610121746.AA04422
Posted: Sun Oct 12 13:50:10 1986
Date-Received: Mon, 13-Oct-86 00:48:40 EDT
References: <1086@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 25

Laser disks are available from several sources. Toshiba is one name I remember. Most of them use SCSI ("skuzzy") interfaces. I think the ST line has an SCSI port but the 8-bitters do not. One could be designed to run off the XL parallel port or the XE cartridge port plus auxiliary port.

The laser disks ("CDROMS") I have heard of store 550,000,000 bytes. That is roughly 6 THOUSAND Atari 90K byte disks.

Currently laser disks (CDROMs) are READ ONLY devices. They make sense as a medium for publishing large volumes of data. They are inherently a "write

once read mostly" (WORM) memory device, I believe. Some examples of their use that I have heard of are (1) publishing the totality of U.S. "Case Law" -- the records of all legal decisions over the years that form the precedent for current legal decisons; (2) somebody offers ALL IBM PC compatible Public Domain software one ONE CDROM, thrown in free if you join their club and buy the CDROM reader they offer. Total cost about $1100 which is list price for some readers. At least one encyclopedia (Grolier) is being published on CDROM. These CDROMs are, to say the least BIG memory devices.

Does anybody have facts on who sells the cheapest such devices? They shouldn't cost any more than the audio ones, since I think they use the same mechanism. I have seen audio CD players offered for under $200.

-John Sangster
jhs@mitre-bedford.arpa

From 3013613173382543551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,547b1f908cde7f6d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-13 05:37:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!rutgers!nike!ucbcad!ucbvax!A.ISI.EDU!DYOUNG
From: DYOUNG@A.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: Host change
Message-ID: <8610131240.AA19312@ucbvax.Berkeley.EDU>
Date: Mon, 13-Oct-86 08:37:00 EDT
Article-I.D.: ucbvax.8610131240.AA19312
Posted: Mon Oct 13 08:37:00 1986
Date-Received: Tue, 14-Oct-86 05:12:33 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

I have been moved from ISID to a different host, ISIA (26.3.0.103). My new address is DYOUNG@A.ISI.EDU. Also, the OmniCom files have moved to <DUMMY> directory on this host.

Could all the people that have fetched OmniCom from <DUMMY> on ISID please send me a note so that I can get an idea of how well this method of distribution does.

David Young

From -8031306504744883098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,37871ddaa593c118
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-13 06:47:06 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!rutgers!nike!ucbcad!ucbvax!UMIX.CC.UMICH.EDU!hyc
From: hyc@UMIX.CC.UMICH.EDU (Howard Chu)
Newsgroups: net.micro.atari8
Subject: Re: laser disk for 8 bit ataris
Message-ID: <8610131347.AA17843@umix.cc.umich.edu>
Date: Mon, 13-Oct-86 09:47:06 EDT
Article-I.D.: umix.8610131347.AA17843
Posted: Mon Oct 13 09:47:06 1986
Date-Received: Tue, 14-Oct-86 05:17:54 EDT
References: <8610121746.AA04422@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Note that ICD has recently come out with a device that plugs into the
XL parallel port and provides a SCSI interface... (Also a 1 Meg RAMdisk
with external power supply, as well as RS232 and Centronics interfaces.)
They call it the MIO, or Multi-I/O device. Looks pretty good, I kinda
wish I had known about it before getting their P:R Connection. (The MIO
is supposed to copy the P:R device, which copies the 850...)

(Standard disclaimers, etc...)

  -- Howard Chu
UUCP: ...!ihnp4!umich!umix!hyc
ARPA: hyc@umix.cc.umich.edu

From -7446397960644888408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,6d452d22ae780db9
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,6d452d22ae780db9
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-13 12:14:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari Explorer
Message-ID: <6202@topaz.RUTGERS.EDU>
Date: Mon, 13-Oct-86 15:14:53 EDT
Article-I.D.: topaz.6202
Posted: Mon Oct 13 15:14:53 1986
Date-Received: Tue, 14-Oct-86 06:11:47 EDT
References: <6109@topaz.RUTGERS.EDU> <439@atari.UUcp>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 8
Xref: watmath net.micro.atari8:507 net.micro.atari16:2529
Cc: appelbau

Thanks Neil. I just got the new issue in the mail the other day. It

really good!
Now I know why it takes you a while to answer our questions.
How about giving some of us Net users a tours of Atari??
--
Marc L. Appelbaum
Arpa: appelbau@blue.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbau

From 6380226452815927149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6d452d22ae780db9
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,6d452d22ae780db9
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-14 05:41:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!ihnp4!ihlpl!view3b5
From: view3b5@ihlpl.UUCP (Pruitt)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari Explorer
Message-ID: <1402@ihlpl.UUCP>
Date: Tue, 14-Oct-86 08:41:15 EDT
Article-I.D.: ihlpl.1402
Posted: Tue Oct 14 08:41:15 1986
Date-Received: Fri, 17-Oct-86 07:50:03 EDT
References: <6109@topaz.RUTGERS.EDU> <439@atari.UUcp>
Organization: AT&T Bell Labs, Naperville, IL
Lines: 27
Xref: watmath net.micro.atari8:509 net.micro.atari16:2547

> In article <6109@topaz.RUTGERS.EDU>, appelbau@topaz.RUTGERS.EDU (Marc L.
Appelbaum) writes:
> >
> > I remember that a while ago Neil Harris said that Atari Explorer would
> > be published in July, well it's now October and no Atari Explorer.
> > What's happening with it? Is it still going to be "Atari's Vioce?"
>
> I have in my office the new issue of Atari Explorer. Newsstands should
> be receiving them already, as should the existing subscribers.
>
> As promised in the editorial, the next issue will be out in a little less
> than 2 months.
>
> --->Neil @ Atari

I have in my hand the new Sept/Oct issue of Atari Explorer that I picked
up from A local dealer at our local Atari club meeting last evening. He
said he had just received them Monday. It is 80 pages long, not counting
the covers. Quite a bit of information including a rather extensive
readers survey. This issue seemed to contain more news on the ST than the
8-bit but they emphasized Atari's commitment to continued support of the
8-bit computers. There is a review of the SH204 Hard Disk for the ST which

I had a chance to see runing last night.

Kit Kimes
AT&T-ISL
Naperville, IL
...ihnp4!iwvae!kimes

From -7330096115458542135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7ba33cac6109d142,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,7ba33cac6109d142,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-10-14 09:15:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Atari BBS Software list
Message-ID: <6217@topaz.RUTGERS.EDU>
Date: Tue, 14-Oct-86 12:15:09 EDT
Article-I.D.: topaz.6217
Posted: Tue Oct 14 12:15:09 1986
Date-Received: Fri, 17-Oct-86 07:49:17 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 8
Xref: watmath net.micro.atari8:508 net.micro.atari16:2546

Cc:appelbaum@blue

Could someone u/l a list of both 8 and 16 bit software on Atari base.
This woul dsave me (and a few others) some money.

Thanks,
--
Marc L. Appelbaum
Arpa: appelbau@blue.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbau

From 3189052559560505148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7f5084dc99ae5d8c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-16 15:43:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!umcp-cs!cvl!greg
From: greg@cvl.UUCP (Greg Koolbeck)
Newsgroups: net.micro.atari8
Subject: A new user asks some questions.
Message-ID: <1735@cvl.UUCP>
Date: Thu, 16-Oct-86 18:43:01 EDT

Article-I.D.: cvl.1735
Posted: Thu Oct 16 18:43:01 1986
Date-Received: Thu, 16-Oct-86 23:33:05 EDT
Organization: Center for Automation Research, Univ. of Md.
Lines: 32

Keywords: help!

Hello, everyone. I am a new 8-bit Atari user (130 XE),and after reading this newsgroup for a few weeks, I gathered up the courage to ask a few questions. This is my first posting to the net, so please forgive if I ask about thingswhich were covered in previous articles, or otherwise tread on toes; it's unintentional.

1) What is the OMNIVIEW O/S? Will it work on an XE as opposed to an XL, and if so,where can I buy this modification?
2) Can one get compilers/interpreters for languages other than BASIC for an 8-bitter? What packages do people like the best? Are there ones a neophyte should steer clear of?
3) Will SpartaDOS support the full memory of the 130XE? For that matter, does any DOS utilize the full RAM of the 130? And what's the difference between the unmodified 1050 drive and the thing the SpartaDOS people sell?
4) Is the P:R Connection as good an interface (if you own one) as the 850? Is an interface necessary, or is it possible to just add an RS-232 port?
5) Which publications are the most accurate/useful/helpful, esp. for new users? Is there a good macro assembler package? Are any of the books on the market close to being worth the price?

Such a lot of questions.(*sigh*)I thank everyone for their patience. If you will answer via e-mail, I will summarize opinions for the group.

Oh, by the way can I be added to the Atari mailing list?

Greg Koolbeck
Center for Automation Research, University of Maryland.

My address - ARPA: greg@cvl.umd.edu
UUCP: seismo!umcp-cs!cvl!greg

Disclaimer: My opinions are not those of my employers. They all like Macs.
I have used copyrighted names pretty freely, not knowing who to give credit to.

From 6562138351130916261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9e09f418e2bfb10c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-17 09:24:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!think!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Add me to list
Message-ID: <6286@topaz.RUTGERS.EDU>
Date: Fri, 17-Oct-86 12:24:39 EDT
Article-I.D.: topaz.6286

Posted: Fri Oct 17 12:24:39 1986
Date-Received: Fri, 17-Oct-86 22:52:59 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 8
Cc: appelbau

Please add me to the mailing list.

Thanks
--
Marc L. Appelbaum
Arpa: appelbau@blue.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbaum

From -1570180946944155618
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9e09f418e2bfb10c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-17 09:28:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!think!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: Add me to list
Message-ID: <6288@topaz.RUTGERS.EDU>
Date: Fri, 17-Oct-86 12:28:33 EDT
Article-I.D.: topaz.6288
Posted: Fri Oct 17 12:28:33 1986
Date-Received: Fri, 17-Oct-86 22:53:54 EDT
References: <6286@topaz.RUTGERS.EDU>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 4
Cc: appelbau

Oops, my arpa addrress should read:
   APPELBAUM@blue.rutgers.edu

Marc

From -5008530343509532309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9e09f418e2bfb10c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-17 09:29:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!think!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8

Subject: Re: Add me to list
Message-ID: <6289@topaz.RUTGERS.EDU>
Date: Fri, 17-Oct-86 12:29:14 EDT
Article-I.D.: topaz.6289
Posted: Fri Oct 17 12:29:14 1986
Date-Received: Fri, 17-Oct-86 22:54:07 EDT
References: <6286@topaz.RUTGERS.EDU>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 5
Cc: appelbau

Oops, my arpa address should read:

APPELBAUM@blue.rutgers.edu

Marc

From 6189450991076105684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7f5084dc99ae5d8c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-17 10:08:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!think!rutgers!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc L. Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: A new user asks some questions.
Message-ID: <6292@topaz.RUTGERS.EDU>
Date: Fri, 17-Oct-86 13:08:01 EDT
Article-I.D.: topaz.6292
Posted: Fri Oct 17 13:08:01 1986
Date-Received: Fri, 17-Oct-86 22:56:36 EDT
References: <1735@cvl.UUCP>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 19
Cc: appelbau

There are a few compilers available for the 8 bit. Some of the
betters ones are: Action!, MAC/65, and Kyan Pascal.

Yes, Sparta DOS does use the extra memory in the 130xe. The "thing"
ICD sells for the 1050 allows the 1050 to become a "true" double
density drive, and speeds up the drive. Well worth it!

The PR connection is just as good as the 850, from what I hear. I
have an 850. I don't know of anybody who just sells a RS232 port for
the Atari.

There are a few good magazines for the Atari. Some of them are:
ANALOG

ANTIC
Atari Explorer.
--
Marc L. Appelbaum
Arpa: appelbaum@blue.RUTGERS.EDU
Uucp: ...{allegra| harvard| seismo| sri-iu| ut-sally}!topaz!ru-blue!appelbaum

From -5689616836289024635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,46493a38999430b1
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-17 14:51:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!columbia!rutgers!caip!think!sharakan
From: sharakan@think.COM (Eric Sharakan)
Newsgroups: net.micro.atari8
Subject: Re: RS-232 port mod
Message-ID: <6507@think.COM>
Date: Fri, 17-Oct-86 17:51:12 EDT
Article-I.D.: think.6507
Posted: Fri Oct 17 17:51:12 1986
Date-Received: Fri, 17-Oct-86 23:25:58 EDT
References: <611@chinet.UUCP> <8610112017.AA24270@mitre-bedford.ARPA>
Reply-To: sharakan@godot.think.com.UUCP (Eric Sharakan)
Organization: Thinking Machines, Cambridge, MA
Lines: 12

A.I.D. (makers of the r:verter) used to have a BBS where any owners of
R:verters can login using the serial number of their device. The BBS
contained all versions of their handlers, as well as some other neat
things. I don't know if it is still operational, you should call them
to find out. (They are located in Fla.)

I have yet to see any of their handlers in the public domain.
--

Eric Sharakan, Thinking Machines Corporation, Cambridge, Ma., 02142
ARPA: SHARAKAN@THINK.COM
UUCP: ...!{ihnp4,seismo,...}!think!sharakan

From -629961022564253172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ac4fd960da30e776,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-18 09:55:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!elbereth!rutgers!lll-crg!lll-lcc!pyramid!decwrl!
muscat!striepe
From: striepe@muscat.UUCP (Harald Striepe)
Newsgroups: net.micro.atari8
Subject: 8 bit language, DOS and Hardware Questions

Message-ID: <10401@muscat.UUCP>
Date: Sat, 18-Oct-86 12:55:27 EDT
Article-I.D.: muscat.10401
Posted: Sat Oct 18 12:55:27 1986
Date-Received: Tue, 21-Oct-86 22:30:36 EDT
Organization: DEC Software Services - Western Area
Lines: 121
Keywords: atari8 languages SpartaDOS ICD OSS

> 1) What is the OMNIVIEW O/S? Will it work on an XE as opposed to an XL, and
>   if so,where can I buy this modification?
Omniview uses the high res Graphics 8 mode to simulate an 80 column display. There is also a modified Operating Systems enhancing performance, but generally replacing certain features of the XL/XE OS (international char set, parallel bus drivers etc.). As far as I know, the OS's are switch selectable, so that you can always turn your machine to a standard XE. The XL and XE versions are probably different. Since Atari is close to releasing the 80column adapter, I will wait for it instead.
If you are an assembly hacker, Omnimon often sold with this package is definitely worth while, I still use it in my 800 for troublesome situations, when I cannot load EXTENDED DDT or BUG/65.
> 2) Can one get compilers/interpreters for languages other than BASIC for
>   an 8-bitter? What packages do people like the best? Are there ones a neo-
>   phyte should steer clear of?
There are plenty. For the beginner, especially somebody using the 130XE, BASIC XE from OSS is a must. It is significantly faster, supports Player Missile graphics, can use the extra RAM in EXTEND mode, has full error messages, and much more (PROCDURES with local variables, structured programming constructs, dos functions, MicroSoft string functions and string arrays, etc.,etc.), while being fully compatible with the origignal built-in BASIC. You will need a disk drive to load the extensions on boot. It's a bank-switched cartridge providing 16K of RAM plus using the RAM underneath the CART and OS to provide 24K+ of programming power in the same address space as the regular BASIC. Other languages include ACTION!, a very fast COMPILER cartridge with built in editor and monitor. Its syntax is similar to C and PASCAL. Deep Blue C is a small C compiler available from ANTIC, it is not very fast, but a bargain (<$20). The full sources are available from the same source at the same price. My favorite assembler is MAC/65, also by OSS (as are ACTION! and BASIC XE). There are plenty of other languages, KYAN PASCAl, LOGO, PILOT, LISP, FORTH. If you are interested in structured programming, I would recommend ACTION!. The ACTION! tool kit (a separate package) provides a standalone, runtime system as well as all sorts of programming examples. Your local user group will have a public domain Forth in their library (unsupported, of course, but you can't beat the price).

> 3) Will SpartaDOS support the full memory of the 130XE? For that matter,
>   does any DOS utilize the full RAM of the 130? And what's the difference
>   between the unmodified 1050 drive and the thing the SpartaDOS people sell?
SpartaDOS V2.x and up uses the RAM underlying the OS to achieve a MEMLO

less than that of DOS 2.5. In my mind it is the most powerful, command driven DOS available. The extra banks in the 130XE are supported as a PSEUDO or RAM disk. You can even create larger disks by upgrading your system (I 'added a few chips' - you need some soldering experience and lots of patience to do this mode - and now have a 576K 130XE, with an RD.COM from ICd to support this memory. An option on invoking the driver leaves the first 64K of the extra memory for BASIC XE). You need version 3.2d to use BASIC XE. The Atari 1050 drive normally stores about 80K in single density, and 128K in enhanced density. This is double density, but in Atari DOS compatible sector size. All other drive vendors chose a more typical 256 byte per sector format established by the ill-fated Atari 815 giving you about 180K per single sided disk. PERCOM was one of the first vendors to come out with these, and is credited in inventing a configuration table scheme to define the attached drive. By uploading or downloading this table, the DOS can determine the actual drive configuration (density, number of track, sides, sectors, step rate) as well as alter it. Virtually all third parties adopted this scheme. The ICD 1050 mod gives you the 256 byte sector format in addition to the standard configurations as well as supporting the configuration scheme. In addition, they modified the SIO transfer rate and sector interleave to triple the transfer speed. The latter only works with their DOS, which contains the altered SIO interrupt routines (very time critical, in working on a mouse driver using the ST mouse I had to turn of DLI's during SIO, the interrupt latency killed the fast IO). I modified both my 1050's, and am happy with the results (now the slow steprate is REALLY apparent. Happy brings up another thought, one thing this mod does not do is make it possible to dup copy protected software, but I am not interested in that anyway.

> 4) Is the P:R Connection as good an interface (if you own one) as the 850?
> Is an interface necessary, or is it possible to just add an RS-232 port?
Adding your own RS-232 port is not worth the trouble, I have had good reports on the ICD. I am using an 850 as well as an ATR8000 (also a drive controller and printer buffer). The 850 parallel interface portion appears more sensitive to time out problems (with external printer buffer) than the ATR8000. So, the 850 is not bug free. The nice thing about the ICD is that you do not need a separate power supply.
ICD also announced an MIO board with extra memory (RAM DISK) as well as extra ports for printer and Winchester, it might also include an RS-232 port, worth while looking at.

> 5) Which publications are the most accurate/useful/helpful, esp. for new
> users? Is there a good macro assembler package? Are any of the books on
> the market close to being worth the price?
These days the only decent magazine is ANALOG. ANTIC has gotten light weight, and COMPUTE! is oriented much more towards other machines. There are also occasional gems in various user group newsletters. Get the technical docs (harware and OS) from Atari, as well as a copy of De Re Atari (still available from San Jose Computer advertising in Atari magazines. COMPUTE! books on Mapping The Atari by Ian Chadwick is a must.
As far as assemblers is concerned, don't bother with the Atari Assembler/Editor cartridge (even on sale for 10 bucks). Atari's AMAC had some nice features, but I had problems with crashes, and since it is disk based, it is very slow and not interactive (the editor MEDIT has a tendency to trash disks,

if you are not careful). MAC/65 outclasses them all, it's speed is breathtaking. I use both the cartridge and disk versions depending on circumstance.

Such a lot of questions.(*sigh*)I thank everyone for their patience. If you will answer via e-mail, I will summarize opinions for the group.
   Oh, by the way can I be added to the Atari mailing list?

       Greg Koolbeck
       Center for Automation Research, University of Maryland.

                  My address - ARPA: greg@cvl.umd.edu
                               UUCP: seismo!umcp-cs!cvl!greg

Disclaimer: My opinions are not those of my employers. They all like Macs. I have used copyrighted names pretty freely, not knowing who to give credit to.

--

Harald Striepe
Digital Equipment Corp., SPG Mktg, Sunnyvale, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-canvas!striepe, CANVAS::STRIEPE

From -649002856802387440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f9532,fcac107bb9675c0e,start
X-Google-Attributes: gidf9532,public
X-Google-Thread: 15c82e,fcac107bb9675c0e,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-10-19 09:57:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cuae2!ltuxa!we53!sw013b!dj3b1!killer!sysop
From: sysop@killer.UUCP (BBS Sysop)
Newsgroups: net.micro.atari8,misc.wanted
Subject: vt100 emul wanted
Message-ID: <305@killer.UUCP>
Date: Sun, 19-Oct-86 12:57:36 EDT
Article-I.D.: killer.305
Posted: Sun Oct 19 12:57:36 1986
Date-Received: Wed, 22-Oct-86 00:02:50 EDT
Organization: The Unix(tm) Connection BBS, Dallas, Tx
Lines: 8
Keywords: atari800, vt100 em
Xref: watmath net.micro.atari8:519 misc.wanted:43

    Any help would be appreciated. An explorer Scout Troop wants to use an Atari800 to learn on a Unix system and needs a vt100 emulator. If anyone has such that is PD, it would be greatly appreciated. Reply by email if possible. Thank you very much for any assistance.

Charles Boykin
...ihnp4!killer!sysop

From -7043902877740187748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4ab57d4298684b38
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-23 08:20:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!seismo!topaz!paone
From: paone@topaz.RUTGERS.EDU (Phil Paone)
Newsgroups: net.micro.atari8
Subject: Re: Atari user magazines
Message-ID: <5207@topaz.RUTGERS.EDU>
Date: Mon, 23-Jun-86 11:20:38 EDT
Article-I.D.: topaz.5207
Posted: Mon Jun 23 11:20:38 1986
Date-Received: Wed, 25-Jun-86 04:35:46 EDT
References: <1355746@UMich-MTS.Mailnet>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 9

The best Atari Magazine is ANALOG. They give honest reviews, and good technical descriptions. In other words they don't treat thier readers as children. Its not fluff like many of the other computer specific magazines are like Amigaworld and Macworld and doesn't read like a sales brochure. I don't have the subscription address, but I believe the price is 25.00 per year.

Phil

From -3794398149246323242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b33a527c9014afc8
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-23 09:37:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!sri-spam!nike!
ucbcad!ucbvax!EDWARDS-2060.ARPA!D-ROGERS
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari8
Subject: MAGNETIC MEDIA SURVEY
Message-ID: <12217140553.23.D-ROGERS@EDWARDS-2060.ARPA>
Date: Mon, 23-Jun-86 12:37:26 EDT
Article-I.D.: EDWARDS-.12217140553.23.D-ROGERS
Posted: Mon Jun 23 12:37:26 1986
Date-Received: Wed, 25-Jun-86 05:33:28 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet

Lines: 28

I COULDN'T MAKE A DIRECT REPLY FOR THE REASON SHOW BELOW.
17-Jun-86 15:59:52-PDT,1106;000000000001
Return-Path: <MAILER-DAEMON@ucbvax.Berkeley.EDU>
Received: from ucbvax.Berkeley.EDU by EDWARDS-2060.ARPA with TCP; Tue 17 Jun 86
15:59:49-PDT
Subject: Returned mail: Host unknown
   ----- Transcript of session follows -----
bad system name: cad
uux failed. code 68
550 <ucbcad!nike!think!harvard!bu-cs!bucsb.bu.edu!riz@UCBVAX.BERKELEY.EDU>... Host
unknown

   ----- Unsent message follows -----
Received: by ucbvax.Berkeley.EDU (5.51/1.14)
     id AA27991; Tue, 17 Jun 86 15:58:24 PDT
Date: Tue 17 Jun 86 13:24:36-PDT
From: D-ROGERS@EDWARDS-2060.ARPA
Subject: Re: Mini survey
To: ucbcad!nike!think!harvard!bu-cs!bucsb.bu.edu!riz@ucbvax.Berkeley.EDU
In-Reply-To: <341@bucsb.bu.edu.UUCP>
Message-Id: <12215609045.15.D-ROGERS@EDWARDS-2060.ARPA>

1. yes
2. a, provided double density quality was assured.

THANX, DER

From 5547470713489003124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4cdd2d4a913d9d2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-23 14:36:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watnot.UUCP
Path: utzoo!watmath!watnot!bwwilson
From: bwwilson@watnot.UUCP (Bruce Wilson)
Newsgroups: net.micro.atari8
Subject: R-verter and Pocket Modem
Message-ID: <11838@watnot.UUCP>
Date: Mon, 23-Jun-86 17:36:41 EDT
Article-I.D.: watnot.11838
Posted: Mon Jun 23 17:36:41 1986
Date-Received: Tue, 24-Jun-86 00:51:37 EDT
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 17

Hello,

I'm interested in getting an R-verter cable for my 400 so I can use an external Hayes compatible 1200 baud modem. As I understand it, the Rverter software is a 'R:' driver that is used instead of the 850 driver.

Does this mean that any communications software written for the 850 will go through the R-verter?

The reason I ask is that I purchased a Pocket Modem and I can't use terminal emulators, etc. because they need a 'R:' driver and the Pocket Modem uses their own driver 'M:'.

Any information on either the R-verter or the Pocket Modem would be greatly appreciated.

Thanks in advance,
Bruce Wilson (bwwilson@watnot)

From -989269595621592390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5e39f6a8401e95b1
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-23 14:39:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!lll-crg!styx!nike!ucbcad!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: Re: 800XL info?
Message-ID: <8606232139.AA22391@mitre-bedford.ARPA>
Date: Mon, 23-Jun-86 17:39:41 EDT
Article-I.D.: mitre-be.8606232139.AA22391
Posted: Mon Jun 23 17:39:41 1986
Date-Received: Wed, 25-Jun-86 05:48:57 EDT
References: <860621215658.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 5

The best source I have found for differences between the 800 and 800XL (as well as 1200XL, 130XE, etc.) is Mapping The Atari, 1985 XL/XE revised edition.

-John Sangster
jhs@mitre-bedford.arpa

From -4901131648767525949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4ab57d4298684b38
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-23 15:07:54 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!seismo!lll-crg!nike!
ucbcad!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Atari user magazines
Message-ID: <8606232207.AA23012@mitre-bedford.ARPA>
Date: Mon, 23-Jun-86 18:07:54 EDT
Article-I.D.: mitre-be.8606232207.AA23012
Posted: Mon Jun 23 18:07:54 1986
Date-Received: Wed, 25-Jun-86 06:22:13 EDT
References: <1355746@UMich-MTS.Mailnet>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 17

Re: Howard Chu's request for information.

I have found Mapping the Atari, XL/XE 1985 edition, to be an excellent
reference source, as is the Atari XL/XE Users' Guide by Webber Systems.
For Assembly-language programming, the BYTE book by Mark Chasin,
Assembly-Language Programming for the Atari Computers is excellent.

For overall hardware/software understanding of the 800 series, De Re Atari is
hard to beat.

As for magazines, Analog Computing is perhaps the best one for the Atari 8-bi
machines, in my opinion.

I hope this is some help.

-John Sangster
jhs@mitre-bedford.arpa

From 6057308733316683944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,594b875c373da10a,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,594b875c373da10a,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-06-24 05:04:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!houxl!oaa
From: oaa@houxl.UUCP (O.ALEXANDER)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: CES Report (Better late than ...)
Message-ID: <952@houxl.UUCP>
Date: Tue, 24-Jun-86 08:04:00 EDT
Article-I.D.: houxl.952
Posted: Tue Jun 24 08:04:00 1986
Date-Received: Wed, 25-Jun-86 07:39:41 EDT

Organization: AT&T Information Systems, Holmdel NJ
Lines: 262
Xref: watmath net.micro.atari8:319 net.micro.atari16:1113

Here is a copy of a C.E.S. (Consumer Electronics Show) report from the show in early June that I got from a local BBS in N.J. I don't know if it's the same as what Antic normally reports or if it originated from Compu-serve, but I guess it's better than nothing.

It contains information relevant to 8-bit and 16-bit Atari computers, so no flames please for cross-posting.

Owen Alexander @ houxl!oaa

>>THE CHICAGO CES REPORT<<

PART I

Atari's exhibit space at the Chicago Consumer Electronics show is the largest seen since the Tramiels took over the company. Walls of monitors displaying Atari software, ranging from ST computers to 2600 game machines, surrounded some 35 third-party developers showing off both 8-bit and ST software.

CES breezed into the Windy City Sunday, opening to brisk crowds. While Chicago natives soaked up the first of the season's hot, humid sunshine, electronics mavens crowded inside the huge McCormick Show Halls off Lake Michigan and ogled the techno-wonders.

As an added bit of Atari nostalgia, a central room contained such coin-operated Atari arcade games, as Asteroids, Dig Dug and Jungle King. Two special display areas were reserved for MIDI and digitizing software. In the MIDI booth, Hybrid Arts showed its many sophisticated products for ST and 8-bit. Activision demonstrated The Music Studio, also available on both ST and 8-bit. The digitizing booth displayed Computereyes for the 8-bit and HippoVision for the ST.

BATTERIES INCLUDED GOES PUBLIC

Michael Reichman, president of the successful Canadian software firm Batteries Included, announced a merger with ITM Corp. This means Batteries Included stock may be publicly traded on the Canadian Stock exchange.

Reichman also said that Russ Wetmore, author of HomePak, has accepted a position with Apple Computers in Cupertino, CA. Whatever he is doing is evidently very hush-hush as Russ said only that he was working in "advanced research production" and would say no more. Reichman awarded Wetmore a plaque for outstanding achievement in world-wide sales for his HomePak software. Ian Chadwick accepted the award in Wetmore's absence.

THIRD-PARTY DEVELOPERS

Judging from this show, the Atari software business seems very active--certainly more so than in recent shows. Several companies with Atari booths had their own booths elsewhere on the floor.

Artworx showed its bridge programs for both 8-bit and ST, and Hole-in-One Golf for the ST. They also have a new 8-bit program called Peggammon.

Omnitrend -- Universe II for the ST.

Migraph -- EasyDraw.

Zobian Controls -- The Rat, a mouse for 8-bit Atari computers.

First Star Software -- The company that made Spy Vs. Spy and Boulder Dash for the 8-bits is coming out with Comic Strip Maker, a graphics program for the ST.

Activision -- Paintworks, which is their new name for the N-Vision graphic art program created by Audio Light, Inc.

Michtron -- A whole slew of products for the ST, including the Time Bandits game and the SideKick-type CornerMan utility.

Classic Image -- Disk Library and a game called Diablo.

Epyx -- Winter Games and Temple of Aphshai Trilogy on the ST.

MicroProse -- ST version of Silent Service.

Sierra On-Line -- Several animated adventure games. The most recent is Black Cauldron.

Softworks -- BASIC compiler for the ST.

Avila Associates -- Make it Move, an ST graphics animation program, and a gambling tutorial currently called Casino Craps.

Softsync -- Personal Accountant, an 8-bit financial program.

Blue Moon Software -- A collection of GEM Desk Accessories including MacroDesk, MacroMath and MacroManager.

Academy Software -- Typing Tutor and Word Invaders for both 8 and 16-bit Ataris

Spinnaker -- Displaying an extensive line of 8 and 16-bit educational and adventure game products.

American Educational -- A series of educational software for 8-bit Ataris.

OSS -- 8-bit and 16-bit programmer's tools.

ICD -- 8-bit hardware and software.

XLent -- Displayed the entire line of products, including many printer/graphics packages available for both 8- and 16-bit machines.

Haba Arrays -- Get Rich, a financial planning package for 8-bit machines.

FTL -- The creators of Sundog for the ST, are also showing Micro Cookbook and Dungeon Master Adventure.

Britannica Learning -- A series of educational programs for the 8-bit Ataris.

Batteries Included -- A new version of PaperClip for the 8-bit with Spellpack. Thunder, a real-time spelling checker.

Electronic Arts had two Atari booths. One to show off their long line of 8-bit game products and the other to display Financial Cookbook for the ST. According to an EA spokesperson, such EA hits as Golden Oldies will be adapted to the ST, and they are not currently planing to adapt Marble Madness to the 16-bit Atari computer.

Covox -- Voice Master, Atari 8-bit voice digitizer and voice recognition software.

SSI -- Booths for both lines of Atari computers and displayed many of its very successful strategic games.

Quickview -- Software author Paul Heckel showed his Zoomracks ST database program.

NEW ST MAGAZINE GETS A START

Antic Publishing unveiled its new ST quarterly, START, a combination magazine and disk. Instead of type-in listings, all program listings are on the disk, which is bound into the magazine in a tear-proof envelope.

START is targeted at the experienced ST computer owner. The first issue features a MIDI Sequencer, which records and stores synthesizer song files on disk.

Tom Hudson has written a desk accessory which will store any DEGAS printer driver in RAM, then capture the [ALTERNATE]-[HELP] key combination for a successful screen dump.

Tim Oren reveals the secrets of GDOS and Metafiles. A thorough comparison of available ST Assemblers is contributed by Chris Chabris. And David Small explains why he distrusts computers in "Voodoo

Computing."

By the way, I am writing this upstairs, right outside the Commodore booths, the only place in the hall where it's quiet enough to talk or concentrate!!

PART II

Atari's John Skruch, Manager of XE Software Products, showed us the XEP 80 -- the long-awaited 80-column adapter for the Atari 800, XL/XE computers. The adapter is "new-Atari" gray-colored and just slightly smaller than the old Atari 850 interface. As Skruch said temptingly, "It has the same 'footprint' as the 8-bit 3.5-inch drives." Reliable sources within the company report that the drives will have a capacity of 325K, formatted, and the Disk Operating System will be compatible with DOS 2.5. The XEP 80 has a standard Centronics parallel printer port in the back, an RCA monitor input, an I/O cord that plugs into either joystick port and an input for its external power supply (which is about the same size as most modem power supplies). The card was demonstrated on a standard green monochrome monitor and the letters looked as crisp and clean as an IBM PC screen display. Atari claims the adapter will also work with a color monitor, but not satisfactorily with a television set. Built-in software supports the entire Atari internal character set, including special graphics characters, plus the Atari international set and an expanded international set contained in the ROM of the XEP 80's controller chip. The card supports any call which works with the E: device and has such special effects as black on white or white on black, double-width or double-height characters, and blinking or solid cursor and characters. Skruch said there was a special "burst" mode which printed text to the screen "four times faster" than normal. Although cartridges such as BASIC XE, from OSS, work with the new adapter, most software will have to be specially adapted for it. Also, programs that use bit graphics will have to try something else, since the usual bit graphics screen fills only half the 80-column screen. The XEP-80 is expected to reach dealers in late fall with a price tag just under $80.

ATARI PRINTERS

Ever since Atari displayed the first ST a year ago, it has been showing printers. Only now are the dot-matrix graphics peripherals being shipped, at a price of $219.95. The XMM 804 for the ST and XMM 801 XE printer are essentially the same. The 801 is compatible with the Epson medium-resolution graphics mode and contains a built-in interface for the 8-bit machines. The 804 supports up to 1,280 dots per inch and uses a standard centronics cable to link it with the ST. Though both machines were designed to be as compatible as possible with Epson printers, they are also fully compatible with the earlier Atari 825 printer and are designed primarily as a new, improved printer for those who previously owned the 825.

ICD SUPPORTS THE 8-BITS

While many companies have jumped on the ST bandwagon, ICD has been quietly churning out important hardware items for the 8-bits, including a straight- connect modem cable for $14.95, a low-cost printer connection for $59.95, and The P:R: Connection, a replacement for the Atari 850 modem interface. The P:R: Connection ($89.95) is a small box with one printer port and two modem ports. It gets its power from the computer and works on any Atari 8-bit machine.

RATS, AN 8-BIT MOUSE

Matthew Zobian, of Zobian Software, showed us his baby "the Rat", a mouse for the 8-bit Ataris. Zobian feels the mouse is the "wave of the future" in computers and, because the Atari 8-bit is such an excellent graphics machine, it seems perfect for mice-- or rats. The Rat comes with its own software, including a graphics program and a cursor control routine. But Zobian realizes he must court other software developers to make a success of his interface. Accordingly, he told us that MTS is developing mouse-compatible Big Picture and Artist Unleashed -- both graphics packages. RAMbrandt, another paint program, and a business management package by Reeves Software are also being adapted to The Rat. The single-button Rat is an analog mouse which plugs into the joystick. Zobian claims that it is very easy to program. Without accompanying software, the Rat sells for $89.95.

ANIMATED GRAPHICS FOR ST

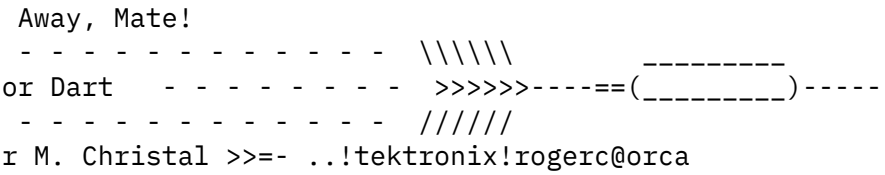
Avila Associates, a new company, displayed two new products for the ST at the Atari exhibit area: Make it Move, a graphics presentation utility featuring animation, and Casino Craps, a gambling tutorial. Both are expected in July. Make it Move lets you grab portions of your DEGAS or NEOchrome pictures and program them into an animated presentation. When we saw it, the program was in the alpha state. Essentially, you can perform functions similar to movie editing techniques, such as wipes, dissolves, fades, cuts and zooms. A single object, grabbed from a screen picture, may be programmed to move along a given path. The same object may also be animated while moving on that path. Rene De La Brandeis, designer of the program, grabbed a section of a NEOchrome picture and saved it in a special compressed format. He then pulled it up with the Zoom utility, set its beginning and ending coordinates and ran it. The object appeared from the beginning coordinates and smoothly grew to full size while following a curved path to the end coordinates. It looked good!

Casino Craps displays a very detailed, and accurate, craps board designed to teach the user to play craps at Harrah's casino in Las Vegas. De La Brandeis is currently trying to get Harrah's name on the product. He hopes they'll want to use it to encourage people to learn the game. These days, the only craps players are World War II vets, according to Harrah's. Harrah's, naturally wants to change this, and De La Brandeis hopes they'll use his game to this end. "It's a lot cheaper way to learn craps," he said.

From 3720063795254906801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3cbce82d2eb647b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-24 08:19:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!nike!ucbcad!ucbvax!
hplabs!tektronix!orca!rogerc
From: rogerc@orca.UUCP (Roger M. Christal)
Newsgroups: net.micro.atari8
Subject: Re: Action and Floating Point
Message-ID: <2094@orca.UUCP>
Date: Tue, 24-Jun-86 11:19:28 EDT
Article-I.D.: orca.2094
Posted: Tue Jun 24 11:19:28 1986
Date-Received: Sat, 28-Jun-86 00:48:10 EDT
References: <190@sco.UUCP> <349@lll-lcc.UUcp>
Reply-To: rogerc@orca.UUCP (Roger M. Christal)
Distribution: net
Organization: Tektronix, Wilsonville OR
Lines: 17

In article <349@lll-lcc.UUcp> langdon@lll-lcc.UUcp (Bruce Langdon) writes:
>OSS sells the Action Toolkit which has FP access by creating a REAL
>data TYPE, and procedures that interface to the ROM. However, each FP
>operation must be a procedure call; you can't say y = a*x+b.
>FP is Action's weakest area.

Well, I personally think there are some areas which are even weaker.
For example, if you have a variable defined as a CARD (unsigned 16-bit
integer) AND that value is larger than 32767, dividing it by any number
greater than 1 will give incorrect results. Now that's what I call
WEAK (feeble, stupid, etc.) !



From 6855499288418579858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5457b4b97d97e720,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-24 10:22:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!UMich-MTS.MAILNET!Howard_Chu
From: Howard_Chu@UMich-MTS.MAILNET
Newsgroups: net.micro.atari8
Subject: Other stuff...
Message-ID: <1359459@UMich-MTS.Mailnet>

Date: Tue, 24-Jun-86 13:22:18 EDT
Article-I.D.: UMich-MT.1359459
Posted: Tue Jun 24 13:22:18 1986
Date-Received: Thu, 26-Jun-86 04:24:17 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 17

Thanks for the book suggestions.

I flipped thru a recent issue of Analog, and saw an article on
two 256K RAM upgrade kits. One thing I was wondering - how many
existing programs try to point the ANTIC chip at a different
bank of RAM than the CPU? Or, more bluntly, is the Rambo upgrade
any less functional than the Newell kit?

Where can we get cheap 256K chip sets?

I guess that about does it for now... Thanks again.

Howard Chu
Howard_Chu%UMich-MTS.Mailnet@MIT-Multics.ARPA
hyc@umix.cc.umich.edu

Every rule has an exception - except this one.

From 8715110121364847037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,11c6e3bfd50aa14b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-24 20:40:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!UMich-MTS.MAILNET!Howard_Chu
From: Howard_Chu@UMich-MTS.MAILNET
Newsgroups: net.micro.atari8
Subject: VT100 Emulator
Message-ID: <1360626@UMich-MTS.Mailnet>
Date: Tue, 24-Jun-86 23:40:14 EDT
Article-I.D.: UMich-MT.1360626
Posted: Tue Jun 24 23:40:14 1986
Date-Received: Thu, 26-Jun-86 04:24:45 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

Hello again...
   I was just on Compuserve trying to download the VT100 emulator there.
The Xmodem transfer seemed to go Ok, but the file I've got doesn't work.
Has anyone else seen this program work, or do you people have buglists
and fixes? This was the supposed XL compatible version, which I downloaded
using a 1030 and 1030 Express on my 800XL.

I'm also looking for a general 64 column screen handler, as well as Kermit. Is there an Info-Atari file library that I should be browsing? I know the Info-IBMPC group keeps a library of PD stuff for ftp.

Once again, thanks in advance for any information you have.

-- Howard

From -8914580428392172848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,11c6e3bfd50aa14b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-25 10:55:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: Re: VT100 Emulator
Message-ID: <8606251755.AA25555@mitre-bedford.ARPA>
Date: Wed, 25-Jun-86 13:55:08 EDT
Article-I.D.: mitre-be.8606251755.AA25555
Posted: Wed Jun 25 13:55:08 1986
Date-Received: Sat, 28-Jun-86 03:12:45 EDT
References: <1360626@UMich-MTS.Mailnet>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 30

There is a VT-100 emulator called VT10SQ which seems to work pretty well. I received a copy of it a couple of months ago and have found it to make my 800XL into an acceptable "poor man's" terminal for accessing the unix machines at work.

VT10SQ is just a dumb (full screen editing) terminal (I guess "page mode" is the correct term?). No XMODEM or other file transfer capabilities so far as I am aware.

When I need to do file transfers I use the new OmniTerm program which CDY Consulting supplies free with their OmniView O/S replacement chip. This combination gives 80-column display with a much nicer font than VT10SQ offers, and provides XMODEM and also a "vanilla" file transfer capability that can be used with any host (but doesn't do any error checking). The 80-column capability is embedded in the O/S ROM so you can use it in a lot of other applications like Word Processing (with CDY's own OmniWriter word processor or with Letter Perfect), or with your own programs even in BASIC. It would be handy to be able to combine VT100 emulation with file transfers but so far I have not identified a way to do this except write your own. If anyone knows of such a package, please comment.

CDY can be reached at (214) 235-2146 or by mail at (better check this)

421 Hanbee, Richardson TX (zip?). The owner, David Young, usually reads this news group or can be reached (for innocent things like asking his mailing address) at his ARPANET address: dyoung@usc-isid.arpa.

Hope this is of help.

-John Sangster
jhs@mitre-bedford.arpa

From 8390219663708333203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,11c6e3bfd50aa14b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-25 11:00:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: Re: VT100 Emulator
Message-ID: <8606251800.AA25687@mitre-bedford.ARPA>
Date: Wed, 25-Jun-86 14:00:30 EDT
Article-I.D.: mitre-be.8606251800.AA25687
Posted: Wed Jun 25 14:00:30 1986
Date-Received: Sat, 28-Jun-86 03:13:09 EDT
References: <1360626@UMich-MTS.Mailnet>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

Follow-up comment (I forgot to include it in previous message):

May I remind you also that Atari is said to be about to announce an 80-column hardware upgrade to the 8-bit machines. This may have some advantages over the currently-available software approaches such as those used in VT10SQ and OmniView.

-John S.

From 9218616115851772628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,11c6e3bfd50aa14b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-26 18:26:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site mhuxm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!mhuxm!mphw
From: mphw@mhuxm.UUCP (wood)
Newsgroups: net.micro.atari8
Subject: Re: VT100 Emulator
Message-ID: <572@mhuxm.UUCP>

Date: Thu, 26-Jun-86 21:26:58 EDT
Article-I.D.: mhuxm.572
Posted: Thu Jun 26 21:26:58 1986
Date-Received: Sat, 28-Jun-86 02:42:10 EDT
References: <1360626@UMich-MTS.Mailnet>
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 27

> Hello again...
>   I was just on Compuserve trying to download the VT100 emulator there.
> The Xmodem transfer seemed to go Ok, but the file I've got doesn't work.
> (statement that it was the supposed XL compatible version, other things.)

I had the same problem with the emulator on the Atari BBS. (No, this is not
a complaint - I don't expect guarantees on what is essentially a favor.)

Can anyone solve this problem? Neil? (I have a 1200; I don't know what the
original poster had.

>   I'm also looking for a general 64 column screen handler, as well as Kermit.
> Is there an Info-Atari file library that I should be browsing? I know the
> Info-IBMPC group keeps a library of PD stuff for ftp.
>
The Atari BBS has a working 64 column converter. I don't know if this is
what you mean.

My apologies - I don't have the number (which was posted a while back)
handy.
>
>   -- Howard

*** REPLACE THIS LINE WITH YOUR MESSAGE *** M. Z. Krumbein
GECON @ ATTBL
WH3a331 1-201-386-3193
ihnp4!whuxb!steve

From -918160066520345994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,697a207b51ccc07d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-27 14:30:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!ll-xn!nike!ucbcad!ucbvax!MITRE-BEDFORD.ARPA!
jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Atari 800
Message-ID: <8606272123.AA12622@mitre-bedford.ARPA>
Date: Fri, 27-Jun-86 17:30:32 EDT
Article-I.D.: mitre-be.8606272123.AA12622
Posted: Fri Jun 27 17:30:32 1986
Date-Received: Sat, 28-Jun-86 09:13:18 EDT

Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 37

I need expert advice from some 800 gurus.

I have just acquired a non-functioning Atari 800. I was told that it has a bad memory chip or two and that is probably all that is wrong. It also lacks a power transformer and TV connection box. The case is is pretty good condition, with only one non-obvious scratch I can find.

(1) What is an 800 in this condition worth? (What would be a fair "donation" to send the organization that gave it to me? What would an 800 enthusiast be willing to pay for it?)

(2) Does anybody know where to get a replacement power transformer and TV switch box? What should I pay for them?

(3) Does anyone have advice on the best way to fix the memory? In particular, can I readily use the 65K chips I took out of my 800XL to replace the old style RAM? Or will I run afoul of competition between RAM and ROM trying to respond to bus signals? What's in there now is a 16K module plus a "RAMCRAM" 32K module.

(4) Has anyone tried to solve the problem of making an 800 act like a 800XL? I was thinking along the lines of putting in a switch or something to select normal 800 operation or certain features anyway of 800XL operation such as using the second PIA to switch in BASIC and maybe to control memory mapping a la 130XE and Newell board.

(5) What memory expansion or other upgrade gadgets are available for the 800? I have been thinking in terms of the 800XL until I acquired this new toy. I imagine there must be a lot of older upgrades I have never heard of.

(6) Is anyone out there eager to get another 800, either before or after I fix it? If so, get in touch and let me know what you would be willing to pay for it either way. Phone is (617) 235-8753 at home, (617) 271-1515 at work. Mail address is John H. Sangster, 9 Bellevue Rd., Wellesley Hills MA 02181.

-John Sangster
jhs@mitre-bedford.arpa

From 306637228719087693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,697a207b51ccc07d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-30 07:18:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!paone
From: paone@topaz.RUTGERS.EDU (Phil Paone)
Newsgroups: net.micro.atari8
Subject: Re: Atari 800

Message-ID: <5250@topaz.RUTGERS.EDU>
Date: Mon, 30-Jun-86 10:18:06 EDT
Article-I.D.: topaz.5250
Posted: Mon Jun 30 10:18:06 1986
Date-Received: Tue, 1-Jul-86 02:46:38 EDT
References: <8606272123.AA12622@mitre-bedford.ARPA>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 5

I don't think you want to hear this, but 800s with power supplies were recently selling for about $60.00 in working condition.

Sarge

From -1005673102542300399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a919be2ae2d73076,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-02 08:56:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!decuac!c3pe!charles
From: charles@c3pe.UUCP
Newsgroups: net.micro.atari8
Subject: Need help converting Apshai from cassette to disk
Message-ID: <168@c3pe.UUCP>
Date: Wed, 2-Jul-86 11:56:06 EDT
Article-I.D.: c3pe.168
Posted: Wed Jul 2 11:56:06 1986
Date-Received: Wed, 2-Jul-86 21:12:42 EDT
Distribution: na
Lines: 21
Keywords: cassette game Basic

I recently acquired two cassette-based copies of the Epyx "Temple of Apshai" FRP game for $0.99 each (!) at an "Atari liquidation sale" where Video Concepts was dumping their computer games. (I was so pleased with the price, I ran to Sears and got a 1010 recorder for $15!) I wrote a program to read the very marginal cassette files, several times if necessary, and output a clean copy onto a decent Type I ferric cassette (raising the output level ~12 dB in the process! WHY do people pay $$$ for "computer" cassettes???), but the prospect of dragging this thing in off tape each time I want to play raised some questions in my mind.

Running the game seems to involve Basic. I haven't looked very closely at what happens, but I suppose that, at least theoretically, the thing could be modified to run off a floppy. At this point, I don't even know if the game is built to save/restore characters, or preserve a game somewhere in the middle.

Does anyone have any experience with this? I also picked up an "upgrade", more advanced data files, I suppose, but these are on floppy. Might they be compatible?

--
-Charles Green at C3 Inc.   {styx!seismo,cvl,dolqci}!decuac!c3pe!charles
         "Batches?! We don' need no compressed batches!"

From 4280361418211816416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,51426b0cce1f806d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-04 07:57:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 GARFIELD 20/11/84; site garfield.UUCP
Path: utzoo!utcsri!utai!garfield!hong
From: hong@garfield.UUCP
Newsgroups: net.micro.atari8
Subject: ATARI ASSMEBLER HELP AND SOME QUESTIONS
Message-ID: <1323@garfield.UUCP>
Date: Fri, 4-Jul-86 10:57:52 EDT
Article-I.D.: garfield.1323
Posted: Fri Jul 4 10:57:52 1986
Date-Received: Sat, 5-Jul-86 01:42:08 EDT
References: assembler atari serial
Sender: perry@garfield.UUCP
Reply-To: hong@garfield.UUCP (Hong Cheng)
Organization: Memorial U. of Nfld. C.S. Dept., St. John's
Lines: 22

i just bought an atari assembler/editor from a mail order company.
however, i found no doc with it and a cheap plastic bag with a hand
written label stated it's atari assembler/editor.
they have a price list with the package which stated that the manual is
$9.00 . i'm wondering if atari editor/assembler comes with a manual.
anyways, i will order another package from another company which i'm
sure that they will include a manual.
it needs time to wait for a new package to come, i request if anybody
here in the netland can me a command to active the cartridge. at least
i should know if this one is work or not, and i plan to make this as
a back-up. unlike most atari game cartridge, it has no display when i
powered on my machine.
and a advise to some atari fans, be careful to read the ads before you
want to buy something from mail order.
i also found ICD PR:CONNECTION is fine so far for the serial/modem
port (R1:) with my modem, it is working fine with most atari 850
terminal program. they include the public domain programs too.
finally, i want if anybody knows a good atari user group where i can
buy more public domain disk. i'm tired to download from compuserve,
and the expense is high too.
thanks in advance for your help.
Hong

From 2737072472014697773
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,552a30c433a563ed,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-04 23:30:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!nike!ucbcad!ucbvax!ISUMVS.BITNET!F1.GDM
From: F1.GDM@ISUMVS.BITNET ("GENE MERRITT")
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8607071421.AA23867@ucbvax.Berkeley.EDU>
Date: Sat, 5-Jul-86 02:30:10 EDT
Article-I.D.: ucbvax.8607071421.AA23867
Posted: Sat Jul 5 02:30:10 1986
Date-Received: Tue, 8-Jul-86 05:04:41 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

I have an Atari 800 with a XM301 modem and I would like to set up a bulliten board with it but all the software that I find for BBS's is for the 835 or 1030. Does anyone have a working "patch" that I could use to make my 301 look like an 835 or 1030?

My 301 works great and I haven't had any problems with it, if anyone is looking for a good, cheap modem.

I use 1030 Express! ver. 2.1 as my terminal program. It is PD software and i got it from Compuserve.

Also, did anyone buy one of those $7 modem boards from BG Micro? If so, which Atari modem are they out of? I thought about putting one inside the case of a 400 and putting my terminal software on a ROM. This would make a great terminal computer!

I would like to hear from anyone who built the Eprom burner from the DEC.85 Antic magazine.

Thanks in advance

F1.GDM @ ISUMVS

From 8214661494174549567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,40f30f7332489d24,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-09 10:18:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: Atari Writer+ problems
Message-ID: <5304@topaz.RUTGERS.EDU>
Date: Wed, 9-Jul-86 13:18:02 EDT

Article-I.D.: topaz.5304
Posted: Wed Jul 9 13:18:02 1986
Date-Received: Thu, 10-Jul-86 04:58:19 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 15
Keywords: Atari Writer+ dictionary

 If any of you have been having problems with your AW+ dictionary
disk between "bloomers" and "bubbles" you can get a new one from
Atari. Just send a postcard to:Atari Customer Relations
                              1196 Borregas Ave.
                              Sunnyvale,CA. 94086
                              Attn:AtariWriter Plus Dictionary.
You don't even have to send in your original.

Marc Appelbaum
appelbau@topaz.rutgers.edu
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra, harvard, seismo, sri-iu, ut-sally}!topaz!appelbau

From 2480348068142041500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,dbb9a7ef3ae6b82c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-09 14:26:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: 800XL prices and availability
Message-ID: <8607092126.AA14648@mitre-bedford.ARPA>
Date: Wed, 9-Jul-86 17:26:14 EDT
Article-I.D.: mitre-be.8607092126.AA14648
Posted: Wed Jul 9 17:26:14 1986
Date-Received: Fri, 11-Jul-86 07:09:34 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 6

Does anybody have any leads to dealers who still have the 800XL in stock
and have a decent price on it? The best I have located recently is a price of
$79.95, and I am not sure they still have them in stock.

-John Sangster
jhs@mitre-bedford.

From -2078556771543310662

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c58121759530732c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-11 14:34:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!utcs!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!CSNET-RELAY.ARPA!
habke%cc.uofm.cdn%ubc.CSNET
From: habke%cc.uofm.cdn%ubc.CSNET@CSNET-RELAY.ARPA.UUCP
Newsgroups: net.micro.atari8
Subject: screen dump in basic
Message-ID: <95:habke@cc.uofm.cdn>
Date: Fri, 11-Jul-86 17:34:21 EDT
Article-I.D.: cc.95:habke
Posted: Fri Jul 11 17:34:21 1986
Date-Received: Sat, 12-Jul-86 06:20:01 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Has anyone got a screen dump to printer program written in basic that they
could forward to me. I have a printer with non standard esc codes and i
want to test the graphics capabilities. Also are there any programs
written in basic which dump micro-illustrater files to printer.
  THANKS
    Bill

From -8436477993267011126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,8cfba91f40c58d21,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,8cfba91f40c58d21,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-07-11 15:27:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!utcs!mnetor!seismo!topaz!appelbau
From: appelbau@topaz.UUCP
Newsgroups: net.micro.atari16,net.micro.atari8
Subject: ST BBS!!
Message-ID: <5320@topaz.RUTGERS.EDU>
Date: Fri, 11-Jul-86 18:27:45 EDT
Article-I.D.: topaz.5320
Posted: Fri Jul 11 18:27:45 1986
Date-Received: Fri, 11-Jul-86 23:20:51 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 10
Keywords: ST BBS
Xref: utcs net.micro.atari16:1261 net.micro.atari8:322

The following is the number of a BBS that is run on a 520ST. It has
downloads for both the ST and the 8 bits.
   Fizbans Towers BBS!

(201)-583-5758.

--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra, harvard, seismo, sri-iu, ut-sally}!topaz!appelbau

From 5535023748022508107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,54ae44fc9d3c75ce,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-12 00:38:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!utcs!mnetor!seismo!lll-crg!nike!ucbcad!ucbvax!UMich-MTS.MAILNET!
Howard_Chu
From: Howard_Chu@UMich-MTS.MAILNET.UUCP
Newsgroups: net.micro.atari8
Subject: Expansion box for XLs
Message-ID: <1387021@UMich-MTS.Mailnet>
Date: Sat, 12-Jul-86 03:38:12 EDT
Article-I.D.: UMich-MT.1387021
Posted: Sat Jul 12 03:38:12 1986
Date-Received: Sat, 12-Jul-86 23:05:05 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 43

I snarfed this message off Compuserve 'cause it looked so
interesting. It's basically untouched, except I reformatted it
at 66 columns instead of 40....

ra
#: 162481 S7/HOT News/Rumors
    11-Jul-86 15:10:06
Sb: #ATARI EXPANSION SYSTEM
Fm: Andrew Karl Heller 72327,3160
To: SYSOP DAVE GROVES (X)
DAVE , I WAS PAGEING THROUGH AN AUGUST 1983 COMPUTE MAGAZINE AND
UNDER THE FALL CES I SAW AN EXPANSON SYSTEM FOR THE XL COMPUTERS.
NOW I KNOW THAT ATARI NEVER PRODUCED SUCH A THI DO YOU THINK IF
ATARI GOT ENOUGH REQUESTS IT WOULD BUILD IT. HERE IT IS WORD FOR
WORD. *ATARI EXPANSION SYSTEM WITH THIS BOX, THE XL SERIES CAN BE
EXPANDED ALMOST WITHOUT LIMIT. IT PLUGS INTO THE REAR EXPANSION
SLOT AND THUS IS COMPATIBLE ONLY WITH THE NEW COMPUTER(XL). IT
ADDS TWO RS-232C SERIAL PORTS, A CENTRON-STANDARD PARALLEL
PORT,AND MOST IMPORTANTLY, EIGHT CARD SLOTS. THE SLOTS COULD
ACCEPT 80-COLUMN CARDS, EXTRA MEMORY(LIKE THE RAMBOXL),RAM-BASED
DISK EMULATORS, COPROCESSORS FOR CP/M OR IBM COMPATIBILITY-ALMOST
ANYTHING. ATARI, HOWEVER,IS EXPECTING THIRD-PARTY COMPANIES TO
SUPPLY MOST OF THESE ADD-ONS.THE ARCHITECTURE IS OPEN TO EVERONE.
(THE BOX IS THE XL SERIES' COUNTERPART OF THE OLD 850 INTERFACE
MODULE, WICH ATARI SAYS IT WILL CONTINUE MANUFACTURING UNTIL

DEMAND DRIES UP.)[MIND YOU THAT IT IS NOT BEING PRODUCED NOW
ANYMORE.] FROM AUGUST 1983. NO NOT A TYPO 1983. MY OPINION WITH
THIS BOX IT WOULD ELVIATE ALOT OF THE ATARI EXPANSION
PROBLEMS.I.E. 80 COLUMN CARDS IN THE JOYSTICK PORT. KARL.
* Reply:
        162519
(UA RE T):

Well, Neil, I *know* you read this mailing list. What can you
say about the expansion? Given enough pleas & cries from the
user community, will it come out? How much demand is "enough"
for such a product?

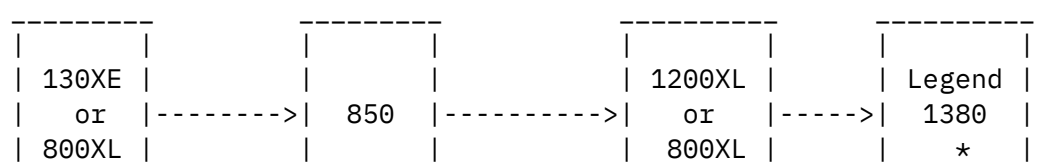
              Howard Chu
              Howard_Chu%UMich-MTS.Mailnet@MIT-Multics.ARPA
              hyc@umix.cc.umich.edu

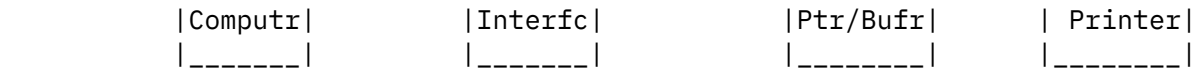
              Every rule has an exception - except this one.

From 5603186837296764778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,dfd8ab9955985d83,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-15 08:27:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!utcs!mnetor!seismo!nbires!hao!hplabs!tektronix!tekig5!tekigm!tekigm2!
wrd
From: wrd@tekigm2.UUCP
Newsgroups: net.micro.atari8
Subject: Printer Buffer
Message-ID: <810@tekigm2.UUCP>
Date: Tue, 15-Jul-86 11:27:35 EDT
Article-I.D.: tekigm2.810
Posted: Tue Jul 15 11:27:35 1986
Date-Received: Fri, 18-Jul-86 00:57:36 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 21
Keywords: 8 bit computer printer buffer

Here goes my perennial request again. From the last time I posted this,
there was much interest in the solution but no one had any ideas on how
to solve the problem. To put it simply: is there a way of connecting
in an Atari 800XL or 1200XL to act as a 64k printer buffer with any com-
bination of 8 bit computer/850/printer?

I.e.:





  * or Epson FX-80 or equivalent dot matrix printer

Thanks in advance.

--Bill--

From -5722318005411728462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,57ffcde2e0f9c4a6,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 125dc4,57ffcde2e0f9c4a6,start
X-Google-Attributes: gid125dc4,public
X-Google-ArrivalTime: 1986-07-15 09:05:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!paone
From: paone@topaz.RUTGERS.EDU (Phil Paone)
Newsgroups: net.games,net.micro.atari8
Subject: Ultima IV help
Message-ID: <5346@topaz.RUTGERS.EDU>
Date: Tue, 15-Jul-86 12:05:02 EDT
Article-I.D.: topaz.5346
Posted: Tue Jul 15 12:05:02 1986
Date-Received: Wed, 16-Jul-86 03:22:27 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 14
Keywords: HHHEEEELLLLLPPPPP!
Xref: watmath net.games:3014 net.micro.atari8:337

I was just going through some of my old 800 stuff and realized that
I had never solved Ultima IV. I got to the bottom of the Abyss. I
already destroyed the Skull. I have the Bell, Book, Candle. I know
the 3 parts of the word, but not the order. However, when I am
asked for the word at the bottom of the abyss, after 2 1/2 hours of
fighting to reach there, I'm not allowed to enter. I am asked the
word. type in the three parts in some order, then I am put back on
the surface. I also am not sure if I know the axiom or not.
  So, I would greatly appreciate any help (read major spoilers here).

                  Thanks,

                       Phil Paone

From 5755023594242013656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2e1032422e66a2e,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 129c11,2e1032422e66a2e,start

X-Google-Attributes: gid129c11,public
X-Google-Thread: 10cb58,2e1032422e66a2e,start
X-Google-Attributes: gid10cb58,public
X-Google-Thread: 140593,2e1032422e66a2e,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-07-15 21:20:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!princeton!allegra!ulysses!bellcore!decvax!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari8,net.micro.atari16,na.forsale,net.micro
Subject: Atari, CPM equipment for sale.
Message-ID: <1520@alvin.mcnc.UUCP>
Date: Wed, 16-Jul-86 00:20:05 EDT
Article-I.D.: alvin.1520
Posted: Wed Jul 16 00:20:05 1986
Date-Received: Thu, 17-Jul-86 06:33:42 EDT
Distribution: net
Organization: Microelectronics Center of NC; RTP, NC
Lines: 67
Keywords: Atari, ATR8000, drives, sale
Xref: watmath net.micro.atari8:338 net.micro.atari16:1331 na.forsale:632
net.micro:15093

The following stuff is available for sale:

1) ATR8000:
64K, with CP/M. Has an RS232 port, a Centronics (printer) port, and disk-drive port. In the Atari mode the rs232 and printer ports replace the 850 interface, and the disk drive port allows generic disk drives to be added in addition to regular 810/1050/Indus etc. drives. I've used 2 Tandon 100-2 drives (double sided, double density 360 K each) in addition to a 1050 and an Indus. The ATR also provides a 48K printer buffer (built in in Atari mode). It works with all the old Atari machines.

In the CP/M mode, it is a full CP/M machine using the ATARI as a terminal. The full complement of CP/M software can be run (Wordstar, Turbo Pascal, ZCPR3, Dbase II, etc.) You'll get the 80 column cartridge which works if you have a black&white TV or a monitor (works great on a commodore 1702). Plus, of course, all the software you could possibly ask for: all the stuff mentioned above, plus Mbasic, Smodem, tons and tons of utilities, C compilers, assmeblers; you name it.

It is also possible to add an MSDOS board (IBM PC compatibility without graphics) to the ATR, or

use it for a hard disk for the Atari.

2) Two Tandon 100-2 double-sided, double density drives. The drives are in cases, with power supplies, and are in pefect working condition and perfectly aligned. They come with all necessary cables.

3) A 1200XL and 835 modem; no big deal, but useful for spare GTIA's and ANTIC's; plus Action!, BASIC, a few zillion games, utilities, Atariwriter, lots of telecommunications stuff, and more. Good for giving the kids their own machine to fight over and call BBS's with...

For those who would like more info on the ATR8000, check out BYTE, December 83, page 329, or ANALOG's july '86 issue for a descriptive article.

As far as prices are concerned, I'll accept anything reasonable (be bold, make an offer!). I'm primarily interested in getting the equipment out because I simply can't afford to spend time with it any more. It is a lot of fun to play with, but I do have to graduate.. For a reference on list prices, the ATR used to list for $500.00, and the disk drives now go for $100 each for a bare drive, + $75 (approx) for case and power supply. Offer whatever you can afford, I'm very flexible on pricing. Please reply to

{decvax,ihnp4}!mcnc!ravi

Dept. of Electrical Engg,
Duke University,
Durham, NC 27706
work 919-684-3123
home 919-383-1031

From -2461848653936483627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,54ae44fc9d3c75ce
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-17 12:14:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8
Subject: Re: Expansion box for XLs
Message-ID: <390@atari.UUcp>
Date: Thu, 17-Jul-86 15:14:06 EDT
Article-I.D.: atari.390
Posted: Thu Jul 17 15:14:06 1986

Date-Received: Fri, 18-Jul-86 05:58:59 EDT
References: <1387021@UMich-MTS.Mailnet>
Organization: Atari Corp/Mktg
Lines: 28

In article <1387021@UMich-MTS.Mailnet>, Howard_Chu@UMich-MTS.MAILNET writes:
> Sb: #ATARI EXPANSION SYSTEM
> DAVE , I WAS PAGEING THROUGH AN AUGUST 1983 COMPUTE MAGAZINE AND
> UNDER THE FALL CES I SAW AN EXPANSON SYSTEM FOR THE XL COMPUTERS.
> NOW I KNOW THAT ATARI NEVER PRODUCED SUCH A THI DO YOU THINK IF
> ATARI GOT ENOUGH REQUESTS IT WOULD BUILD IT.
>
> Well, Neil, I *know* you read this mailing list. What can you
> say about the expansion? Given enough pleas & cries from the
> user community, will it come out? How much demand is "enough"
> for such a product?

Nope, sorry, this product won't happen. It can't be built for a reasonable
price. You can demand all you want, but if we told you to send $800 for
each expansion box, I doubt there would be any takers.
--
--->Neil @ Atari

...lll-crg!vecpyr!atari!neil   or ...lll-lcc!vecpyr!atari!neil

BIX: neilharris   CIS: 70007,1135   Delphi: NEILHARRIS
GENIE: nharris   WELL: neil   Atari Corp. BBS 408-745-5308

US Mail: Atari Corp.
         1196 Borregas Ave.
         Sunnyvale, CA 94086

"I'm a 20th century man but I don't want to die here." -- Ray Davies

From -2063115726009899728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,737763046de302d8,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-18 09:50:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!decuac!c3pe!charles
From: charles@c3pe.UUCP (Charles Green)
Newsgroups: net.micro.atari8
Subject: Antic figFORTH w/ P:R: Connection
Message-ID: <195@c3pe.UUCP>
Date: Fri, 18-Jul-86 12:50:25 EDT
Article-I.D.: c3pe.195
Posted: Fri Jul 18 12:50:25 1986
Date-Received: Sat, 19-Jul-86 06:45:56 EDT
Lines: 26
Keywords: download? patch incompatible nonportable %$#&!!

*** REPLACE THIS LI
[The irresistable force meets the immovable object! Film at eleven...]

I recently received my fig-FORTH disk from the Antic magazine software catalog. In order to force myself to learn about the language (which is why I bought the disk), I want to write my own terminal emulator in FORTH. However, the disk contains a terminal emulator program which, when run, continuously displays garbage. Upon closer inspection, it appears that the FORTH kernel (?terminology) never downloads from the serial interface.

I take this to mean that the 850 interface code is "hardwired" into FORTH, making it, at least, difficult to use ICD's P:R: Connection in its place. While the $10 price tag is hard to beat, I *am* still trying to wade through FORTH texts and the spartan documentation screens, and would probably grow quickly frustrated if the solution involves any heavy "hacking".

Does anyone have any experience with this combination? Perhaps some low-level words to act as a "patch" have been created by someone?

Also, I received Atari DOS 4.0 from Antic at the same time. I currently have DOS 2.0, and have sent the DOS 3.0 diskette from my 1050 disk drive back to Atari to be up(down?)graded to DOS 2.5. If there is interest, I can post a comparison of the various systems, or perhaps Email to interested parties.
--
-Charles Green at C3 Inc.   {styx!seismo,cvl,dolqci}!decuac!c3pe!charles
"I ain't hardware, but they's sure times I wish I could say I wasn't software!"

From -5986029231071815043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f2d8db0c5250bd92,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-18 15:08:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!utcs!mnetor!seismo!gatech!cuae2!ihnp4!ihuxi!store2
From: store2@ihuxi.UUCP
Newsgroups: net.micro.atari8
Subject: August 1986 ANTIC TOC
Message-ID: <1381@ihuxi.UUCP>
Date: Fri, 18-Jul-86 18:08:01 EDT
Article-I.D.: ihuxi.1381
Posted: Fri Jul 18 18:08:01 1986
Date-Received: Sat, 19-Jul-86 22:24:26 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 109

*****[Ignore header path]*****

August 1986 ANTIC TOC
Theme: Online Communications

page article

8 ANTIC ONLINE
A discussion of the new easier logon for CompuServe's ANTIC ONLINE.

11 GOING ONLINE
A step-by-step how-to for downloading files from CompuServe but good general information for any system.

15 THE BEST BOARDS IN LIFE ARE FREE
A short article on using local bulletin boards.

17 ANTIC ONLINE SURVEY RESULTS
Over 1000 users voted for their favorite modems and tele-communications software. The Atari 1030 with 1030 Express software were overall winners.

22 BAAUG SPEAKS OUT
ANTIC attends a meeting of the Bay Area Atari Users Group to get their views of modems and software.

29 ULTRAFONT
This may be the most powerful character set editor ever published as an Atari type-in program. It lets you create, display and manipulate character sets in any of five graphic modes.

35 FLOPPY FILER
Organize your fast-changing disk files. This useful BASIC program creates a paper printout of the file directory--exactly as it appears when you call the disk directory to screen.

37 FILE MASTER
This useful database for disk directories sorts, files alphabetically, by disk number, file type, file name extender or number of sectors in the file. BASIC.

41 GAME OF THE MONTH: BUMBLBEE
Part Lunar Lander and part Joust, Bumblbee is an intriguing flying game that you'll find a lot trickier than it seems.

44 PRODUCT REVIEW
SOFTWARE
Silent Butler (Atari Corp)
Super 3D Plotter II (Elfin Magic Co.)
Basic View (Softview Concepts)
Monday Morning Manager (TK Computer Products)
Ballyhoo (Infocom)
Music Painter (Atari Corp)
OTHER
Genie--General Electric Information Service

*****The ST Resource*****

55 LINKLINE
Run your 8-bit Atari from your ST. Use your 8-bit as an intelligent printer buffer, etc. Requires making a cable.

62 ONLINE PICTURE VIEWER
A continuation of the article started last issue. You'll need that issue if you want to have the complete set of

programs.
65 dBMAN
A review of this dBase III workalike. Atari Corp has just obtained the exclusive worldwide marketing rights for dBMAN. A GEM version will appear in the near future.
67 N-VISION
A review of the program that ANTIC calls the first serious competition for DEGAS. You can mix pictures with music by using Music Studio (also developed by Audio Light, Inc but marketed by Activision). Some 'clip art' graphics are included and Audio Light plans to release additional clip art disks.
71 ST Product News
SOFTWARE
Pro Fortran-77 (Prospero Software)
Hippo Backgammon (Hippopotamus Software)
Winnie The Pooh (Sierra On-Line)
BOOKS
ST GEM Programmer's Reference (Abacus Software)
75 NEW PRODUCTS
A listing of recently announced or released software, hardware and books for the ST.

*****End ST Resource****

77 SOFTWARE LIBRARY
The program listings for the articles listed above that have software associated with them.
102 TECH TIPS
A short article on how to make a hardware key like BI's PaperClip key and incorporate it in your programs.
108 NEW PRODUCTS
A listing of recently announced or released software, hardware and books for the 8-bit computers.

Comments: This is a very good issue for anyone contemplating buying a modem and getting started in telecommunications. Most of the Atari specific modems and some of the generic modems are discussed as well as several telecommunications software packages. The September issue will feature an article on how to tune in weather satellite pictures on your Atari (either ST or 8-bit). My TOC should be a lot earlier for that issue. I like to beat the issue to news stand so no one has a problem finding it if they want to buy it.

Kit Kimes
AT&T--Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

From 8317524526571580726

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,233154b6fe2d12a2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-18 16:09:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!remus!appelbau
From: appelbau@remus.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: AtariWriter Plus question
Message-ID: <123@h008-1.remus.RUTGERS.EDU>
Date: Fri, 18-Jul-86 19:09:20 EDT
Article-I.D.: h008-1.123
Posted: Fri Jul 18 19:09:20 1986
Date-Received: Sat, 19-Jul-86 04:08:08 EDT
Sender: news@topaz.RUTGERS.EDU
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 6

I have a question concerning the use of Synfile data files with AW+.
Do I use the same procedure that I would use for AW?
Any help would be appreciated.
Thanks,
Marc Appelbaum

From -3983044560426556805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,60bb30843bbd5057,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-18 18:10:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!ut-sally!pyramid!decwrl!muscat!striepe
From: striepe@muscat.DEC (Harald Striepe)
Newsgroups: net.micro.atari8
Subject: ATARI 80Column Adapter,130XE Keypad
Message-ID: <10062@muscat.DEC>
Date: Fri, 18-Jul-86 21:10:09 EDT
Article-I.D.: muscat.10062
Posted: Fri Jul 18 21:10:09 1986
Date-Received: Sun, 20-Jul-86 05:21:35 EDT
Organization: DEC Western Region TBU, Santa Clara, CA
Lines: 24
Keywords: 80 columns, keypad, atari

Questions, questions, questions...

Does anybody (specifically Neil...) know the real ship date of the new
80column adapter for the 65/130XE (XP80???). What will the pricing be?
Will it tie in through the joystick or parallel port? Is an E: driver
supported, and how would that be loaded?

Are there any plans to release a keypad following the XE styling?

The 65/130XE with these additions could make a neat LOW cost terminal
emulator. But using Gr.8 or scrolling 80 column emulation is
not the greatest....

I have a Bit3 board on my 800 collecting dust in the closet, the
features of the 130XE outway its disadvantages.

Also, are there any news on getting the Atari mouse separately from the ST?
Especially with 80 columns there is a lot of life left in 8 Bit machines,
most of all I think they are still the most fun!

--
Harald Striepe
DEC Corporate Software Products Group, Santa Clara, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-winery!striepe, WINERY::STRIEPE

From 3687478866721744189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,737763046de302d8
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-19 12:33:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!utcs!mnetor!seismo!brl-adm!caip!lll-crg!lll-lcc!pyramid!decwrl!muscat!
striepe
From: striepe@muscat.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Antic figFORTH w/ P:R: Connection
Message-ID: <10063@muscat.DEC>
Date: Sat, 19-Jul-86 15:33:06 EDT
Article-I.D.: muscat.10063
Posted: Sat Jul 19 15:33:06 1986
Date-Received: Sun, 20-Jul-86 08:01:50 EDT
References: <195@c3pe.UUCP>
Reply-To: striepe@muscat.UUCP (Harald Striepe)
Organization: DEC SPG, Santa Clara, CA
Lines: 22
Keywords: download? patch incompatible nonportable %$#&!!

> When we started playing around with fig-Forth, we never thought
> that stuff would travel as far as it has (I would have never signed
> my name to it...).
>
> Anyway, I have no idea what state the ANTIC PD disk is in.
> However, I just dug out my original version. The 850 code is NOT
> imbedded by the system, but downloaded with GETR:.
>
> The sources are on the source disk.
>
> I would love to hear about the abandoned Atari DOS 4.0. There also
> was a DOS XL 4.x from OSS, but I trust it is different.

Prior to using SpartaDOS, I thought DOS XL was best for people used to commandline interfaces. But on an XL machine, SpartaDOS V3.2 has got them all beat!

--
Harald Striepe
DEC Corporate Software Products Group, Santa Clara, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-winery!striepe, WINERY::STRIEPE

From 1749900447805041535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3f2eb074989b2719,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-20 09:35:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!uwvax!husc6!yale!decvax!tektronix!tekig5!tekigm!tekigm2!
wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Using Atari's As Printer Buffers
Message-ID: <824@tekigm2.UUCP>
Date: Sun, 20-Jul-86 12:35:09 EDT
Article-I.D.: tekigm2.824
Posted: Sun Jul 20 12:35:09 1986
Date-Received: Thu, 24-Jul-86 08:16:56 EDT
Distribution: na
Organization: Tektronix, Inc., Beaverton, OR
Lines: 20
To: Charles Green at C3 Inc.

Due to our editor being out at the moment, I cannot send email, just news.
At any rate, I do not understand your message to me. I am not into software
to any great extent and did not intend to write any software, in fact was
not aware that it would take software. In my Legend 1380 printer there
exists a 4k p.b. and I thought that somehow (thru the joystick ports?) the
1200XL could be made to look like another buffer. To make a null modem
using the standard Atari daisy chain cables involves what pins?

In the system that I had in mind, I would be using either two or three 1050
dd's, an 850, an Hayes compatible modem, and the Legend 1380 printer. However,
I have several other setups that I might also want to use it on. The other
setup would be either an 800XLE or 1200XLE with one or two 1050 dd's, an 1027
printer and a 1030 modem. I have seen printer buffers available that merely
connect in and I though that with appropriate cabling something similar could
be done with a spare 1200XL unit.

If anyone else has any ideas, let's open up the discussion on the net.

Thanks in advance,
--Bill--

From -4907386474413570723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,761bce1472280b18,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-22 04:46:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!nike!ucbcad!ucbvax!D.ISI.EDU!DYOUNG
From: DYOUNG@D.ISI.EDU (C. David Young)
Newsgroups: net.micro.atari8
Subject: vt100 emulator
Message-ID: <8607221151.AA00240@ucbvax.Berkeley.EDU>
Date: Tue, 22-Jul-86 07:46:19 EDT
Article-I.D.: ucbvax.8607221151.AA00240
Posted: Tue Jul 22 07:46:19 1986
Date-Received: Wed, 23-Jul-86 08:06:32 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Is anyone out there still listening? It has been a while since I have
seen any activity on the net.

I have a working version of a VT100 emulator which runs under OMNIVIEW and
I am looking for people with different types of modems to test it. If you
have OMNIVIEW and are interested, send me your mailing address and your
modem type.

David Young

From -8243944711806753678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3347bf025ebae5cc,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-24 05:59:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!topaz!remus!appelbau
From: appelbau@remus.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: Happy Chip for Indus GT
Message-ID: <125@h008-17.remus.RUTGERS.EDU>
Date: Thu, 24-Jul-86 08:59:56 EDT
Article-I.D.: h008-17.125
Posted: Thu Jul 24 08:59:56 1986
Date-Received: Thu, 24-Jul-86 21:23:27 EDT
Sender: news@topaz.RUTGERS.EDU
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 10

Is there any way that I could use a Happy Chip on my Indus GT drive.
Also does anyone knopw were I could get the schematics for the Indus.

Thanks
Marc
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra, harvard, seismo, sri-iu, ut-sally}!topaz!appelbau

From 7220717169186769790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a7417aaabf84973b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-24 13:00:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!ut-sally!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: Death Of Atari 3rd-Party Manufacturers
Message-ID: <1399@voder.UUCP>
Date: Thu, 24-Jul-86 16:00:42 EDT
Article-I.D.: voder.1399
Posted: Thu Jul 24 16:00:42 1986
Date-Received: Thu, 24-Jul-86 21:50:24 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 10

   I have heard rumors that both Digital Devices, who manufacture printer
interfaces, buffers and modems, and Indus, makers of the Indus disk drive,
have both recently gone out of buisness. Can anyone confirm this?

Kevin Thompson   {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From 8954079933492532616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a7417aaabf84973b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-24 21:55:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!uwvax!husc6!ut-sally!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: Death Of Atari 3rd-Party Manufacturers

Message-ID: <1082@rsch.wisc.edu>
Date: Fri, 25-Jul-86 00:55:38 EDT
Article-I.D.: rsch.1082
Posted: Fri Jul 25 00:55:38 1986
Date-Received: Fri, 25-Jul-86 07:12:56 EDT
Sender: news@rsch.wisc.edu
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 10

I have heard rumors that both Digital Devices, who manufacture printer interfaces, buffers and modems, and Indus, makers of the Indus disk drive, have both recently gone out of buisness. Can anyone confirm this?

Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

From -6039255903642178 71
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a7417aaabf84973b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-24 22:09:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!uwvax!husc6!ut-sally!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: Death Of Atari 3rd-Party Manufacturers
Message-ID: <1106@rsch.wisc.edu>
Date: Fri, 25-Jul-86 01:09:02 EDT
Article-I.D.: rsch.1106
Posted: Fri Jul 25 01:09:02 1986
Date-Received: Fri, 25-Jul-86 07:13:30 EDT
Sender: news@rsch.wisc.edu
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 10

I have heard rumors that both Digital Devices, who manufacture printer interfaces, buffers and modems, and Indus, makers of the Indus disk drive, have both recently gone out of buisness. Can anyone confirm this?

Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them

myself but I'm told they can be very effective."

From -8348012268054041471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a7417aaabf84973b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-24 22:19:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!uwvax!husc6!ut-sally!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: Death Of Atari 3rd-Party Manufacturers
Message-ID: <1125@rsch.wisc.edu>
Date: Fri, 25-Jul-86 01:19:12 EDT
Article-I.D.: rsch.1125
Posted: Fri Jul 25 01:19:12 1986
Date-Received: Fri, 25-Jul-86 07:14:59 EDT
Sender: news@rsch.wisc.edu
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 10

I have heard rumors that both Digital Devices, who manufacture printer interfaces, buffers and modems, and Indus, makers of the Indus disk drive, have both recently gone out of buisness. Can anyone confirm this?

Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

From -2228146757905049909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a7417aaabf84973b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-24 22:27:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!uwvax!husc6!ut-sally!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: Death Of Atari 3rd-Party Manufacturers
Message-ID: <1144@rsch.wisc.edu>
Date: Fri, 25-Jul-86 01:27:44 EDT
Article-I.D.: rsch.1144
Posted: Fri Jul 25 01:27:44 1986
Date-Received: Fri, 25-Jul-86 07:14:25 EDT
Sender: news@rsch.wisc.edu
Reply-To: kevin@voder.UUCP (The Last Bugfighter)

Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 10

I have heard rumors that both Digital Devices, who manufacture printer interfaces, buffers and modems, and Indus, makers of the Indus disk drive, have both recently gone out of buisness. Can anyone confirm this?

Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

From -2060112793601882084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3f2eb074989b2719
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-07-25 09:56:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!clyde!watmath!watnot!cbbrowne
From: cbbrowne@watnot.UUCP (Christopher Browne)
Newsgroups: net.micro.atari8
Subject: Re: Using Atari's As Printer Buffers
Message-ID: <11906@watnot.UUCP>
Date: Fri, 25-Jul-86 12:56:32 EDT
Article-I.D.: watnot.11906
Posted: Fri Jul 25 12:56:32 1986
Date-Received: Sat, 26-Jul-86 06:03:14 EDT
References: <824@tekigm2.UUCP>
Distribution: na
Organization: U of Waterloo, Ontario
Lines: 53

> Due to our editor being out at the moment, I cannot send email, just news.
> At any rate, I do not understand your message to me. I am not into software
> to any great extent and did not intend to write any software, in fact was
> not aware that it would take software. In my Legend 1380 printer there
> exists a 4k p.b. and I thought that somehow (thru the joystick ports?) the
> 1200XL could be made to look like another buffer. To make a null modem
> using the standard Atari daisy chain cables involves what pins?
>
> In the system that I had in mind, I would be using either two or three 1050
> dd's, an 850, an Hayes compatible modem, and the Legend 1380 printer. However,
> I have several other setups that I might also want to use it on. The other
> setup would be either an 800XLE or 1200XLE with one or two 1050 dd's, an 1027
> printer and a 1030 modem. I have seen printer buffers available that merely
> connect in and I though that with appropriate cabling something similar could
> be done with a spare 1200XL unit.
>
> If anyone else has any ideas, let's open up the discussion on the net.

>
> Thanks in advance,
> --Bill--

This is something which I have looked at, and discovered that it is certainly possible, although somewhat complex (as far as hardware is concerned). Note that I am not a hardware person - for someone into hardware hacking, the job would be trivial.

Using joystick ports is the cheapest way of doing things - however - it may not be possible on the 1200. I have used hardware on an 800XL to impliment printer hookup through the joysticks. A similar setup, with similar software, routing output to another computer would not be difficult. Unfortunately, the interface that I built (it was in an ANALOG of several years ago) would only output 7 bits rather than the standard 8 bits that current dot matrix printers support. It meant that I could output listings and other text, BUT, I could not output any graphics. That has not been a hardship to me, but could be for some. Perhaps this interface has some outputs that it uses that are necessary for proper compatibility with the printer (i.e. - the printer NEEDS certain signals) which would not be necessary in communicating with another Atari.

There is another difficulty (which I gather would not affect you, but would affect others, including myself). One needs suitable software in both computers in order to operate this buffer. You seem to have enough drives to make it almost convenient to have one hooked up to the 'Buffer' computer. In my case, I have one drive, which makes it quite inconvenient to load software into both computers. This could be remedied by using a cartridge ($:-)), but this complicates matters quite a bit.

Are there any hardware experts who can tell us if going through joystick ports is practical? I could probably find out by consulting my library, however, I do not have access to it at this time (being at school 480 km from home, 300 miles to the non SI people here). I will be interested to hear any information on the idea of using an old computer as a buffer.

Christopher Browne
University of Waterloo

From 2419522375915672189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,858825370ccade4d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-06 05:44:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: Drawing programs
Message-ID: <5507@topaz.RUTGERS.EDU>
Date: Wed, 6-Aug-86 08:44:57 EDT
Article-I.D.: topaz.5507
Posted: Wed Aug 6 08:44:57 1986
Date-Received: Thu, 7-Aug-86 06:35:27 EDT

Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 11
Keywords: light pen

Does anyone either know of or have a drawing program that works with a
LIGHT PEN. I have the TECH-SCHETCH light pen, and the software that
comes with it is not very good. Any help would be appreciated.

Thanks,
Marc
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra, harvard, seismo, sri-iu, ut-sally}!topaz!appelbau

From 3999947041538113453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2bdf65db43ed5b6,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-07 06:07:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ihnp4!ihuxi!store2
From: store2@ihuxi.UUCP (Wilcox)
Newsgroups: net.micro.atari8
Subject: Re: H/W Help needed for 600XL
Message-ID: <1398@ihuxi.UUCP>
Date: Thu, 7-Aug-86 09:07:56 EDT
Article-I.D.: ihuxi.1398
Posted: Thu Aug 7 09:07:56 1986
Date-Received: Sat, 9-Aug-86 08:19:32 EDT
References: <814@ssc-vax.UUCP>
Distribution: na
Organization: AT&T Bell Laboratories
Lines: 43

> *** Food for line muncher ***
>
> I am looking for electrical schematics and technical information on
> the Atari 600XL machine. I have checked SAMS Compufacts and they DON'T
> publish a package for the 600XL. The nearest thing they have is for
> the 800XL machine.
>
> How close are the 800XL and 600XL machine? I believe that the firmware
> in the two machines is very close. The hardware seems very close except
> for the memory (64K vs 16K) and the video monitor connections ....
> How good an assumption is this???
I believe the hardware is about the same. I have done the 256K Byte Mag.
upgrade to my 600XL and needed no changes to the memory management pal.
There is also in the upper left hand corner of the board, around the power
switch, an area that has holes for devices that hasn't been populated.
The circuitry thats been left off provides composit video and an audio signal.

I have added this circuitry to my 600XL and have it connected to a color
monitor.
>
> Has anyone tried to use the SAMS 800XL info to work on a 600XL unit?
>
> So does anyone know of another source for this type of information?
>
> Specifically, I want info on how to interface to the machine...
>
> 1) Some analog type sensors (primarily temperature)... Can this be
>   done through the joy-stick ports, with the A to D conversion do
>   internal to the 600XL ?
You can use A to D conversion in the joy stick ports for the appilcation you
describe here. They are 8 bit A to D one in each joy stick. I don't know how
fast they are, but I do know that the Atari light pen uses one of them.
>
> 2) Misc digital signals (both input and output) to be connected to
>   one of the user busses, (I don't know which one would be best).
You could use the digital signals in the two joy-stick ports. These signals
go through a PIA and can individually be programed as an input or an output.
>
> Thanks for any info or ideas ....
>
> Roger -> ssc-vax!clark

Wayne Wilcox

From 4439047469899265519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a27430167bf84afc,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-07 14:14:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 GARFIELD 20/11/84; site garfield.UUCP
Path: utzoo!utcsri!utai!garfield!hong
From: hong@garfield.UUCP
Newsgroups: net.micro.atari8
Subject: Chameleon terminal program help
Message-ID: <1633@garfield.UUCP>
Date: Thu, 7-Aug-86 17:14:21 EDT
Article-I.D.: garfield.1633
Posted: Thu Aug 7 17:14:21 1986
Date-Received: Fri, 8-Aug-86 23:42:21 EDT
Sender: dave@garfield.UUCP
Reply-To: hong@garfield.UUCP (Hong Cheng)
Organization: Semi-Optimal Software Solutions (Inc.)
Lines: 15

Hi, I ordered a terminal program called Chameleon Telecom Emulator V4.03.
I have some problems when using with it. If nobody here can help me out here.
I should write a letter to Antic about it.

It's advertised to be a VT52 emulator. I source the termcap it includes with the program and I cannot get the VT52 XL mode working well. I cannot actually clear a screen, and some strange characters across the screen. I'm totally lost to make it run with vi editor. I'm using line editor for this message and make the terminal program as a Glass Terminal.
Should I add something for the termcap in order to run it properly.
Also, I'm using the terminal program with PR: Connection, I connect the centronic parallel cable to PR:connection P: port. I cannot get the printer printing well with my Epson. Actually, there is no linefeed/return after a line print.
I really need help to run this program!
Please, send me any suggestion.
Thank you.

From 5238770592192747316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,451a6a17d226a11d,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,451a6a17d226a11d,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-08-08 08:31:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: ATARI PD software
Message-ID: <5525@topaz.RUTGERS.EDU>
Date: Fri, 8-Aug-86 11:31:40 EDT
Article-I.D.: topaz.5525
Posted: Fri Aug 8 11:31:40 1986
Date-Received: Sat, 9-Aug-86 11:02:35 EDT
Distribution: na
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 8
Xref: watmath net.micro.atari8:359 net.micro.atari16:1570

Is there any type of <info-atari> directory on the ARPA, that contains pd software for both the 8 and 16 bit Ataris.

Thanks--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra, harvard, seismo, sri-iu, ut-sally}!topaz!appelbau

From -487051245258009308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,96d1173a91d98485,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 10cb58,96d1173a91d98485,start
X-Google-Attributes: gid10cb58,public

X-Google-ArrivalTime: 1986-08-10 00:05:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!seismo!rochester!
pt.cs.cmu.edu!spice.cs.cmu.edu!mjp
From: mjp@spice.cs.cmu.edu (Michael Portuesi)
Newsgroups: net.micro.atari8,na.forsale
Subject: Atari 8-bit modem for sale
Message-ID: <1057@spice.cs.cmu.edu>
Date: Sun, 10-Aug-86 03:05:34 EDT
Article-I.D.: spice.1057
Posted: Sun Aug 10 03:05:34 1986
Date-Received: Mon, 11-Aug-86 04:41:11 EDT
Reply-To: mjp@spice.cs.cmu.edu (Michael Portuesi)
Distribution: net
Organization: Carnegie-Mellon University, CS/RI
Lines: 39
Xref: watmath net.micro.atari8:362 na.forsale:687

Keywords:

For Sale:

Microbits MPP 1000E 300 bps direct-connect modem for Atari 8-bit computers. Plugs into joystick port 2.

Comes with documentation, plus the following software, all on disk:

* MPPterm version 7 w/64 column by 32 line display driver.

* VT10^2 vt100 emulator w/MPP driver. Emulates VT100 in an 80 column by 24 line software-driven display.

* HomeTerm. This is one of the nicer terminal programs for the Atari 8-bits. This version is modified to work with the MPP modem. HomeTerm also comes with a customization program.

* Public domain stuff, including AMODEM, MSCOPE and an R: handler to make the modem behave with software written for the 850 interface.

I'll unload it for $25 or best offer. This is the last holdout from my days of Atari hacking. It's durable, attractive (comes in a Signalman case), and best of all, it's safe for children and pets.

If interested, send me e-mail.
--

+---+
| Mike Portuesi |
| Carnegie-Mellon University Computer Science Department
|

| |
| ARPA: mjp@spice.cs.cmu.edu (preferred), mp1u@td.cc.cmu.edu
                |
| UUCP: {harvard | seismo | ucbvax | decwrl}!spice.cs.cmu.edu!mjp
          |
| |
| "Little things remind me of you...Cheap cologne and that damn song too!" |
| --The Flirts, "Jukebox" |
+--+

From -6382490867337430476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-10 11:28:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!caip!sri-spam!parcvax!hplabs!tektronix!tekig5!tekigm!
tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <876@tekigm2.UUCP>
Date: Sun, 10-Aug-86 14:28:45 EDT
Article-I.D.: tekigm2.876
Posted: Sun Aug 10 14:28:45 1986
Date-Received: Tue, 12-Aug-86 14:14:56 EDT
References: <139@uwmacc.UUCP>
Distribution: net
Organization: Tektronix, Inc., Beaverton, OR
Lines: 29

In article <139@uwmacc.UUCP>, pwu@uwmacc.UUCP (Peter Wu) writes:
> ---
> What's the difference between the 800 and 800 XL other than the
> built-in basic? About half of the games I have that worked on
> the 800 doesn't work on the 800 XL at all. Is there any way to
> fix this?
>
> peter

Different OS's which if the game producers had of used legal entry points would not have made any difference. However, a lot of the early games used areas of the OS that they should not have. The 800XL still conforms to what Atari calls out in their documenation. The solution happens to be simple, tho. Most Atari dealers or user's groups have what is known as translator disks. You use the translator disk to boot up initially rather than your game disk. Then it prompts you when to load the game. It in effect changes the OS from the XL to the OS of the older 800. If this explanation does not make sense, you probably will have many others trying to answer your question also. Atari Corp. C/S also used to have the translator disk available, but I don't know if they still do or not. There are two sides to it: translator A and translator B. I have always used only the TA side, do not know really what the TB side is for.

I think that TB was for the 1200XL OS. Now that I think about it, there are some games that will run on my 800XLE or 130XE, but require the translator for the 1200XLE. Normally dedicate the 130XE for word processing and telecommunications and keep the 800XLE free for games. As a result, I seldom use the 1200XLE and virtually never for games. (800XLE/1200XLE are 800XL/1200XL with 256k memory expansions--Newell Industries version).

--Bill--

From 4954200862403232689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-11 05:12:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <5531@topaz.RUTGERS.EDU>
Date: Mon, 11-Aug-86 08:12:01 EDT
Article-I.D.: topaz.5531
Posted: Mon Aug 11 08:12:01 1986
Date-Received: Tue, 12-Aug-86 14:19:26 EDT
References: <139@uwmacc.UUCP>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 6

Try using the ATARI translater or the FIX xl from ANTIC.
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra, harvard, seismo, sri-iu, ut-sally}!topaz!appelbau

From -6423701642343071590
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5aec6940bce2e5d8,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-11 08:05:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: 3 1/2 drive
Message-ID: <5539@topaz.RUTGERS.EDU>
Date: Mon, 11-Aug-86 11:05:21 EDT
Article-I.D.: topaz.5539
Posted: Mon Aug 11 11:05:21 1986
Date-Received: Tue, 12-Aug-86 15:22:33 EDT
Organization: Rutgers Univ., New Brunswick, N.J.

Lines: 11
Keywords: 3 1/2 drive ados???

Does anyone (Neil??) have any specs on the 3 1/2 drive for the XL/XE line? Will I be able to have a 3 1/2 and a 5 1/4 drive daisy chained together? What is the dos going to be like? Will it be compatible with DOS 2.0S or 2.5, or DOS XL?

Thanks,
--
Marc L. Appelbaum
Arpa: appelbau@topaz.RUTGERS.EDU
Uucp: ...{allegra, harvard, seismo, sri-iu, ut-sally}!topaz!appelbau

From 892361380133820069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 12c65a,8545d9e4f49c313a,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 15c82e,8545d9e4f49c313a,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 15a57c,8545d9e4f49c313a,start
X-Google-Attributes: gid15a57c,public
X-Google-Thread: 14596d,8545d9e4f49c313a,start
X-Google-Attributes: gid14596d,public
X-Google-ArrivalTime: 1986-08-11 08:12:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!mnetor!seismo!lll-crg!nike!sri-spam!parcvax!hplabs!tektronix!tekig5!
tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8,net.micro.cbm,net.movies,net.tv
Subject: He's Fired, She's Hired
Message-ID: <878@tekigm2.UUCP>
Date: Mon, 11-Aug-86 11:12:45 EDT
Article-I.D.: tekigm2.878
Posted: Mon Aug 11 11:12:45 1986
Date-Received: Wed, 13-Aug-86 01:16:30 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 16
Xref: mnetor net.micro.atari8:356 net.micro.cbm:1209 net.movies:4457 net.tv:2894

Last night, CBS broadcast the made for TV movie "He's Fired, She's Hired." While it is obviously a pilot for a new series, what I found fascinating was for the first time someone used a computer that was not an Apple nor an IBM! What did we see but the hero doing wordprocessing on a little old Atari XL series computer! They never showed a good enough closeup to determine whether it was an 800XL or a 1200XL, but from what I could see it looked like an 800XL. In one scene could also be seen an Epson printer and an Atari 850 Interface. Any ideas as to whose monitor it was? It looked something like a Commodore 1702, except that it was black rather than tan. For those non-Atarians, the program being run was Atariwriter (or possibly Atariwriter +, there not being enough clues -- at least I could

not tell) which is Atari's wordprocessing program. And incidentally does an excellent job, I wish I could find as good a wordprocessor for the IBM XT!

--Bill--

From 3419999341833487709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,232ddb6dd088ea49
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-08-11 11:42:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watnot.UUCP
Path: utzoo!watmath!watnot!cbbrowne
From: cbbrowne@watnot.UUCP (Christopher Browne)
Newsgroups: net.micro.atari8
Subject: Re: ATARI 800 and ATARI 800 XL
Message-ID: <11953@watnot.UUCP>
Date: Mon, 11-Aug-86 14:42:03 EDT
Article-I.D.: watnot.11953
Posted: Mon Aug 11 14:42:03 1986
Date-Received: Tue, 12-Aug-86 01:21:50 EDT
References: <139@uwmacc.UUCP>
Reply-To: cbbrowne@watnot.UUCP (Christopher Browne)
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 51
Summary:

In article <139@uwmacc.UUCP> pwu@uwmacc.UUCP (Peter Wu) writes:
>---
>What's the difference between the 800 and 800 XL other than the
>built-in basic? About half of the games I have that worked on
>the 800 doesn't work on the 800 XL at all. Is there any way to
>fix this?
>
>peter

There are several things that could cause the games not to work. (It would help if I knew which ones they are - There are a few programs which will not work on an XL, period. But most can be corrected).

     When Atari brought out the 1200XL (this is useful history, I hope), they created a new operating system, which includes the self-test (which did not exist on the 400/800 - there was a 'memo pad' instead), and software to detect the Help key, and other new 'Function Keys' (which do not exist on 800XLs, but still show up in the self-test. If you look at the keyboard test, there are several keys which do not exist). They moved some routines around, which meant that some software written for the 800s (and which was written WRONG - the routines really should not have been used because they were subject to change) does not work. People started to notice this, and felt the need to correct the problem. Atari made a "Translator" disk which makes an XL think that it is an

800, and ANTIC and ANALOG magazines have both created Translators which they claim work better than Atari's version, and various companies have offered Translators which are probably superior to the magazine versions. I would suggest that you look at users groups/public domain libraries to find one. Atari has allowed their version to be distributed in the public domain, and software from the magazines is usually fairly easy to get. Whatever you do, don't pay more than $5 (if someone is selling it). These Translators are generally quite effective, and any software that doesn't work with them probably will not work on an XL at all.

Now, I gather that a pretty fair proportion of the programs will not work with the 800XL. If it's more than 1 in 10, then I think that the problem is probably that you are not disabling BASIC. As you have mentioned, the 800XL has Basic built-in (this is a truly advanced and amazing feature :-)). To run many programs, one must disable Basic (ESPECIALLY if it is a game requiring 48K). One does this by holding down the OPTION key as one turns on the computer. Timing is not critical - just push OPTION before you turn it on, and let go when the computer seems to be doing something useful - like loading the program. Holding it too long won't hurt. Not enough - start over. (If you know this already, I apologize for hand-holding.) This is a simple problem to deal with, once you know about it. Unfortunately, as far as Atari's documentation is concerned, it's rather obscure. Obscurity is not new to them. I do not use any of their documentation for this reason. I go elsewhere.

I hope that some of this is useful, and even (gasp!) informative.

Christopher Browne
University of Waterloo

From -1397434184294100738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,faf93a50b2442956,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-27 05:40:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!USC-ISID.ARPA!DYOUNG
From: DYOUNG@USC-ISID.ARPA.UUCP
Newsgroups: net.micro.atari8
Subject: AtariWriter+ (Neil)
Message-ID: <8605271248.AA05310@ucbvax.Berkeley.EDU>
Date: Tue, 27-May-86 08:40:48 EDT
Article-I.D.: ucbvax.8605271248.AA05310
Posted: Tue May 27 08:40:48 1986
Date-Received: Thu, 29-May-86 01:56:21 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

The following question is for Neil @ Atari (I have been unable to reach him directly via the net) or anybody else who might know:

Is there any way to tell whether one has the latest version of AtariWriter+?
How many versions have been released?

Thanks,
David Young

From -3246945976079579788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,77099fd691cbe95a,start
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,77099fd691cbe95a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-27 10:53:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.1) based on 4.3bsd-beta 6/6/85;
site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!
tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Atari Explorer
Message-ID: <708@tekigm2.UUCP>
Date: Tue, 27-May-86 13:53:58 EDT
Article-I.D.: tekigm2.708
Posted: Tue May 27 13:53:58 1986
Date-Received: Fri, 30-May-86 05:18:55 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 5
Keywords: Dead Magazine
Xref: watmath net.micro.atari8:265 net.micro.atari16:923

Did the Atari Explorer magazine die a quiet death? After the first four
(?) issues, it seemingly has vanished into the vaporware warehouse. Perhaps
it was prophetic that the last issue had a black cover?

--Bill--

From 6538108362200544217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a3b50641f7cc0c47,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-27 12:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!wwu.CSNET!8440827
From: 8440827@wwu.CSNET (Kinsman David J)
Newsgroups: net.micro.atari8
Subject: Modems
Message-ID: <8605280318.AA16966@ucbvax.Berkeley.EDU>
Date: Tue, 27-May-86 15:54:00 EDT

Article-I.D.: ucbvax.8605280318.AA16966
Posted: Tue May 27 15:54:00 1986
Date-Received: Thu, 29-May-86 03:18:25 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Hi,
   I was wondering if anyone out there could recomend a good modem for the Atari 400(32k). I want to use it to talk to a Vax mainframe that we use here at school. It would be nice if it supported both 300 and 1200 baud. Any info would be greatly appreciated.

Thanks,
   Dave
   Western Washington University
   <8440827%WWU@CSNET-RELAY>
   The other Washington(the state!)

From -3626080266245689153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,180077325a9b0a80,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-29 06:15:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Modems
Message-ID: <8605291315.AA15609@mitre-bedford.ARPA>
Date: Thu, 29-May-86 09:15:48 EDT
Article-I.D.: mitre-be.8605291315.AA15609
Posted: Thu May 29 09:15:48 1986
Date-Received: Sat, 31-May-86 05:14:06 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 31

For Dave at Western Washington Univ. and anyone else who needs a modem for their Atari 8-bitter.

I recently bought the Avatex 1200 modem for my 800XL and have found it to be more than satisfactory. It sells for under $100, possibly quite a bit under if you get a group purchase together. I paid $80 but that was kind of a favor from a dealer who is also an Atari enthusiast.

The Avatex 1200 is a Hayes-compatible (except for a couple of fine points) 1200-baud modem with autodial and autoanswer capability.

The Avatex is available quite widely. Two sources I can point you at are

Rick Pommet, Nelson Communications, Inc. (617) 738-6000

Paul Swanson, Nite Lite Systems Inc. (617) 663-4463

If you want to avoid buying a separate interface, Nite Lite Systems sells a modified version of the Avatex 1200 which includes an interface similar to the "R-verter". The modified modem-plus-interface price is a bit higher, and you would have to get a quotation from Paul Swanson on it. Again, a group purchase would probably cut the price.

If you want to buy a genuine Atari 850 interface, they can be obtained (last time I tried) at CSC, Inc., Hightstown NJ, (609) 448-8889. The price was $109 when I bought mine a few months ago. The 850 provides 4 serial ports and one Centronics parallel port. It is the most standard way to go and runs with most commercial Atari software.

-John Sangster
jhs@mitre-bedford.arpa

From -4539942747113063923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c5eebb55fb0aa74d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-29 08:39:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!CSNET-RELAY.ARPA!
habke%cc.uofm.cdn%ubc.CSNET
From: habke%cc.uofm.cdn%ubc.CSNET@CSNET-RELAY.ARPA ("W. HABKE")
Newsgroups: net.micro.atari8
Subject: smith-corona printers
Message-ID: <87:habke@cc.uofm.cdn>
Date: Thu, 29-May-86 11:39:08 EDT
Article-I.D.: cc.87:habke
Posted: Thu May 29 11:39:08 1986
Date-Received: Sat, 31-May-86 05:15:11 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I have a smith-corona fastext-80 printer and would like to know
if the graphics mode is unique or is simular to any other printer
  The code is(esc * m n1 n1) m=mode:
I was hoping to use it with PRINT SHOP but it appears to be unsupported.
 thanks
   BILL
 University of Manitoba

From 1096781402775499447
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,76273195682fbc7e,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-29 08:50:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!CUNYVM.BITNET!PPGCU
From: PPGCU@CUNYVM.BITNET (Peter P. Gioia)
Newsgroups: net.micro.atari8
Subject: 1 MEG ram boards
Message-ID: <8605300802.AA05360@ucbvax.Berkeley.EDU>
Date: Thu, 29-May-86 11:50:32 EDT
Article-I.D.: ucbvax.8605300802.AA05360
Posted: Thu May 29 11:50:32 1986
Date-Received: Sat, 31-May-86 05:48:17 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Hi everyone! This is my first try at putting anything up, so here goes...

Has anyone tried, bought, heard about the AXLON compatible boards for the
good old 800's? I've heard of two so far. One from a company called MAGNA
systems and one from ECLIPSE (the TOP-DOS people). They are a replacement
for the second 16K ram board in the 800. And come in 256K ($149), 512K
($199), and 1 full meg (magna-$249, eclipse-$299).
I'd be very greatful to anyone with any extra info, thanks.
    Peter P. Gioia   PPGCU@CUNYVM.BITNET
                      or PETER@BITNIC.BITNET

From -1759031930791570081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,498a7302655ecb4f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-29 19:44:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!MITRE.ARPA!abrams
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari8
Subject: More on AW+
Message-ID: <8605300227.AA25790@mitre.ARPA>
Date: Thu, 29-May-86 22:44:46 EDT
Article-I.D.: mitre.8605300227.AA25790
Posted: Thu May 29 22:44:46 1986
Date-Received: Sat, 31-May-86 05:25:57 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 56

Thanks for your note of May 9th responding to my questions and
observations concerning AW+. I've been busy and on travel, but tonight
I got to checking some of my observations against your comments. Let

me try to be more clear.

I compared printing with underline under AW and AW+. AW+ was much much slower and involved much more head movement. My printer is an MX-80. I have a printer driver as an AUTORUN.SYS file on my AW disk. I used the built-in Epson driver for AW+. The printing modes are different for underlining. AW prints a word, positions the printhead back to the beginning of the word, and then does a continuous underline to the end of the word. AW+ prints each character with an underline by printing underscore, backspace, character. The output looks the same.

My question concerns the configuration question in generating a print driver for turning underline mode on and off. I answered that question, but it appears that the information supplied is not used. Perhaps someone has an idea how to get that mode to work; it should be the fastest and involve no extra head motion at all.

My next concern is preparing a file for uploading from the Atari to a host such as UNIX or Dialcom. I use AMODEM to perform the uploading. AMODEM (in light translation) changes the Atari EOL (dec 155) into an ASCII CR. This is necessary because most hosts will not accept infinately long lines (records). So I want a print-to-disk function which does not put any print control codes into the file but does end each record with an EOL. My AW printer driver allows me to do this with a Select-P command.

AW+'s Control-S ASCII save command strips out ASCII control characters, but does not process the output into lines; so it is unsatisfactory. Printing to disk after the AW+ Epson handler has been loaded results in a file full of Epson control sequences. (That's how I confirmed what characters were being employed for underlining.) In order to load another print driver, I have to reboot AW+. The printdriver I have created has no control character sequences for anything. Furthermore, it uses 155 (EOL) as the CR,LF and CR character sequences. It will produce the same results as Select-P under AW. I only wish there were a way to avoid rebooting.

In your postscript you state the you find AW+ to be superior to the UNIX vi editor. I can't say that I agree. In vi I make frequent use of the word-oriented commands: change word, delete word, move cursor by word. I make less frequent use of the sentence and paragraph-oriented commands. What does AW+ offer for these functions?

I think the AW and AW+ are both excellent products for a home computer product. I have been writing large documents with them. But I wish ....

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
  The MITRE Corporation, 1820 Dolley Madison Blvd.
  Mail Stop W458, Mc Lean, VA   22102

From 9017145257233227325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,77099fd691cbe95a
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,77099fd691cbe95a
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-05-29 23:06:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari Explorer
Message-ID: <318@atari.UUcp>
Date: Fri, 30-May-86 02:06:22 EDT
Article-I.D.: atari.318
Posted: Fri May 30 02:06:22 1986
Date-Received: Sun, 1-Jun-86 07:24:35 EDT
References: <708@tekigm2.UUCP>
Organization: Atari Corp/Mktg
Lines: 21
Keywords: Dead Magazine
Xref: linus net.micro.atari8:229 net.micro.atari16:806

In article <708@tekigm2.UUCP>, wrd@tekigm2.UUCP (Bill Dippert) writes:
> Did the Atari Explorer magazine die a quiet death? After the first four
> (?) issues, it seemingly has vanished into the vaporware warehouse. Perhaps
> it was prophetic that the last issue had a black cover?

No. Actually the magazine was doing quite well. The only problem we had
was staff -- we are trying to do an awful lot with few people, so the folks
involved in the magazine kept getting pulled into other tasks, to the
detriment of the magazine's schedule.

Solution: we hired David Ahl and Betsy Staples, both formerly of Creative
Computing, and let them set up shop back in Morris Plains, NJ. We have
given them enough corporate backing to put together a real staff whose sole
duty is the magazine. The Explorer will continue to be Atari's voice, and
will be stonger due to more attention devoted to it.

Look for the first issue under Ah/ & Staples in July, and bimonthly for the
next while. 1987 -- monthly, if ahl goes well.

--->Neil @ Atari
     ...lll-crg!vecpyr!atari!neil

From 155687433189828568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,76273195682fbc7e
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-30 06:05:54 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!USC-ISID.ARPA!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: 1 MEG ram boards
Message-ID: <8605301313.AA09319@ucbvax.Berkeley.EDU>
Date: Fri, 30-May-86 09:05:54 EDT
Article-I.D.: ucbvax.8605301313.AA09319
Posted: Fri May 30 09:05:54 1986
Date-Received: Sun, 1-Jun-86 08:21:14 EDT
References: <PPGCU%CUNYVM.BITNET@WISCVM.WISC.EDU>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Concerning the two AXLON compatible ramboards: the one from ECLIPSE is a
hand wired kludge. The one from Magna is a completely redesigned, multilayer
board. This information is from Magna but I believe it is accurate.

David Young

From -7085704408418771359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,23303ceab26d304c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-30 09:18:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: extraneous characters in printer output when copying to printer
Message-ID: <8605301618.AA23503@mitre-bedford.ARPA>
Date: Fri, 30-May-86 12:18:56 EDT
Article-I.D.: mitre-be.8605301618.AA23503
Posted: Fri May 30 12:18:56 1986
Date-Received: Sun, 1-Jun-86 08:21:26 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 20

Users of MYDOS who have been having problems with funny characters appearing
in their text may find the solution to their problems in the following:

I had been getting occasional extraneous characters on my printer when copying
a file to the printer. Under some conditions, these characters also appeared
in disk files and could be seen with an editor. Typically it would be a
single character like R or 1, repeated periodically throughout a file or
printed document. Needless to say it was both mysterious and annoying.

Yesterday I received a tip from Paul Swanson, a local hardware/software guru (who is also an Atari dealer, by the way). The culprit seems to have been a bug in MYDOS which causes it to work incorrectly when the data flow is through the 850 interface. I rebuilt my word processor disk, which I had set up with MYDOS, to use vanilla Atari DOS 2.0S, and the problem seems to have cleared up. I believe the problem also occurs on a terminal emulator disk which is also built with MYDOS. I have not had a chance to see if the fix works there also.

-John Sangster
jhs@mitre-bedford.arpa

From -4763260027242135754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,77099fd691cbe95a
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,77099fd691cbe95a
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-05-30 15:51:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!nike!cad!ucbvax!sdcsvax!noscvax!
marlin!dobbs
From: dobbs@marlin.UUCP (Lynn B. Dobbs)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari Explorer
Message-ID: <628@marlin.UUCP>
Date: Fri, 30-May-86 18:51:51 EDT
Article-I.D.: marlin.628
Posted: Fri May 30 18:51:51 1986
Date-Received: Sun, 1-Jun-86 08:33:36 EDT
References: <708@tekigm2.UUCP> <318@atari.UUcp>
Reply-To: dobbs@marlin.UUCP (Lynn B. dobbs)
Organization: Naval Ocean Systems Center, San Diego
Lines: 17
Xref: linus net.micro.atari8:233 net.micro.atari16:814

Neil @ Atari responded thusly:

> ... The Explorer will continue to be Atari's voice, and
>will be stonger due to more attention devoted to it.
>
>Look for the first issue under Ahl & Staples in July, and bimonthly for the
>next while. 1987 -- monthly, if ahl goes well.
>
>--->Neil @ Atari

I know I should have kept the card that told me how to subscrib, but I didn't. (sigh)

How about posting the subscription info.

The US Navy denies any responsibility for me or my opinions.

From 2265453900541693672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3603f3ce521cab4,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-30 17:24:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!axiom!adelie!ll-xn!topaz!appelbau
From: appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
Newsgroups: net.micro.atari8
Subject: Using the XM301 modem with the 1200XL
Message-ID: <5075@topaz.RUTGERS.EDU>
Date: Fri, 30-May-86 20:24:46 EDT
Article-I.D.: topaz.5075
Posted: Fri May 30 20:24:46 1986
Date-Received: Sun, 1-Jun-86 06:22:00 EDT
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 7
Keywords: modem 1200XL

I was told that inorder to use the XM301 modem with the 1200XL I would
have to midify my 1200XL. When I spoke to Atari no one was able to
tell me what has to be done. If anybody knows please tell me.
Thanks
Marc
(send reply to address in header)

From 6620676173151793537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6b1189ad069c23c5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-30 22:25:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.1) based on 4.3bsd-beta 6/6/85;
site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!
tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: AW+ Continued
Message-ID: <715@tekigm2.UUCP>
Date: Sat, 31-May-86 01:25:47 EDT
Article-I.D.: tekigm2.715
Posted: Sat May 31 01:25:47 1986
Date-Received: Mon, 2-Jun-86 16:20:28 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 75

Since I cannot at the moment get thru:

(Message inbox:14)
Received: from tektronix.TEK (tektronix.ARPA) by tekigm2 (4.12/5.14)
     id AA19271; Fri, 30 May 86 22:20:38 pdt
Received: by tektronix.TEK (5.31/6.12)
     id AA25927; Fri, 30 May 86 22:19:53 PDT
Received: from ucbvax.Berkeley.EDU (ucbvax-spine.ARPA) by cad.berkeley.edu
(5.5/5.6)
     id AA14385; Fri, 30 May 86 18:09:12 PDT
Received: by ucbvax.Berkeley.EDU (5.51/1.13)
     id AA02660; Fri, 30 May 86 18:09:03 PDT
Date: Fri, 30 May 86 18:09:03 PDT
From: MAILER-DAEMON@ucbcad (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8605310109.AA02660@ucbvax.Berkeley.EDU>
To: <wrd@tekigm2>

   ----- Transcript of session follows -----
550 mitre.tcpld... 550 Host unknown
550 <arpa!abrams@mitre>... Host unknown

   ----- Unsent message follows -----
Received: by ucbvax.Berkeley.EDU (5.51/1.13)
     id AA02656; Fri, 30 May 86 18:09:03 PDT
Received: by cad.berkeley.edu (5.5/5.6)
     id AA14364; Fri, 30 May 86 18:08:56 PDT
Received: by tektronix.TEK (5.31/6.12)
     id AA12431; Fri, 30 May 86 08:40:09 PDT
Received: by tekigm2 (4.12/5.14)
     id AA03520; Fri, 30 May 86 08:40:29 pdt
Message-Id: <8605301540.AA03520@tekigm2>
To: mitre.arpa!abrams@ucbcad.BERKELEY
Subject: AW+ vs vi
Date: 30 May 86 08:40:27 PDT (Fri)
From: Bill Dipert <tektronix!tekigm2!wrd>

Marshall:

What I meant was that having used UNIX at work (and home via modem) and
using Atariwriter Plus, I find that AW+ is just more versatile. To start
with vi is still basically a line editor not a page editor as AW/AW+ are.
It is extremely frustrating to me to have to constantly put in editor commands
in vi documents when AW+ does most things automatically. The only advantage
that I could see previously between AW and vi was that vi had typeover mode
and AW had only insert mode. However, AW+ has both modes and thus is at
least equal to vi in that respect. As far as change word, and delete word
I use search and replace (altho I will admit that I am not sure that you
can delete a word as opposed to substituting another word?) -- s & r, cut
and paste, etc. seem to me to be as easy or easier in AW+ as they are in
vi. Granted, you cannot move the cursor word by word in AW+. I do do that
in vi but then get frustrated when I overshoot and have to start over. Again
this is due to vi being a line editor. In AW+ it is a matter of backing up
the cursor, which you cannot do from line to line in vi (or at least I am

not aware of the ability). I am sorry, but I think people are selling Atari short as a business machine. What other computer offers built in graphics, text, etc. IBM PC's require a new board for everything (i.e. a board for the color monitor, another board for graphics, etc.). Granted I have one 800XLE (800XL 256k enhanced) that is used mainly for games, altho the kids are beginning to get into word processing for school reports. But my 130XE is used 60% of the time for word processing, and 35% of the time for tele-communications (including getting into UNIX via Tek) and 5% of the time for games, but only in a testing mode. (Game playing is on the 800XLE or the 1200XL.) Not that I am advocating bring an Atari to work (altho I have considered it, having four machines to play with) -- but if your office has a lot of IBM PC's or Apple Mac's an Atari 1040ST would cause quite a stir. (I would even bet that one 1040ST with appropriate software would eventually drive out some IBM and Apples and I do not even like the 1040ST due to mice!) (Personally at work we use almost exclusively Tek 4107/4109 terminals connected to either VAX or Gould with UNIX, some IBM PC's and Compaq's are showing up now, tho.)

Sorry to be so long winded, I hope I gave you my viewpoint.

--Bill--
tektronix!tekim2!wrd

From 430713056033416538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,19a859789823617d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-02 05:01:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!nike!cad!ucbvax!MITRE.ARPA!abrams
From: abrams@MITRE.ARPA
Newsgroups: net.micro.atari8
Subject: Problems with print-to-disk in AW+
Message-ID: <8606021155.AA26150@mitre.ARPA>
Date: Mon, 2-Jun-86 08:01:39 EDT
Article-I.D.: mitre.8606021155.AA26150
Posted: Mon Jun 2 08:01:39 1986
Date-Received: Wed, 4-Jun-86 07:24:22 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 23

I have experienced the following problems with AW+ and would appreciate hearing from anyone with related experience.

In AW, when I print to disk, I se ^B=0, ^T=0, ^L=0, and ^Y=0 to get no page break and no left margin. IN AW+ I tried the same and got the error message "invalid margin". When I reset ^Y=132, that error message went away. It doesn't seem to be an appropriate error message, but that's not too important.

But I seem to be unable to eliminate blank spaces skipped between
"pages". A ^H in the text really caused a problem, producing a header
and a page number (if was ignored in AW). Even when I removed the ^H,
I still got lots of blank lines.

I guess I'll have to continue using AW unless somebody has a
suggestion.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 1820 Dolley Madison Blvd.
Mail Stop W458, Mc Lean, VA 22102

From 8735243615229737354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3603f3ce521cab4
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-02 08:29:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!gymble!umcp-cs!cvl!umd5!hans
From: hans@umd5.UUCP (Hans Breitenlohner)
Newsgroups: net.micro.atari8
Subject: Re: Using the XM301 modem with the 1200XL
Message-ID: <996@umd5.UUCP>
Date: Mon, 2-Jun-86 11:29:26 EDT
Article-I.D.: umd5.996
Posted: Mon Jun 2 11:29:26 1986
Date-Received: Wed, 4-Jun-86 07:42:35 EDT
References: <5075@topaz.RUTGERS.EDU>
Reply-To: hans@umd5.UUCP (Hans Breitenlohner)
Organization: U of Md, CSC, College Park, Md
Lines: 15
Summary: Needs minor modification.

In article <5075@topaz.RUTGERS.EDU> appelbau@topaz.RUTGERS.EDU (Marc Appelbaum)
writes:
>
>I was told that inorder to use the XM301 modem with the 1200XL I would
>have to midify my 1200XL. When I spoke to Atari no one was able to
>tell me what has to be done. If anybody knows please tell me.
>Thanks
>Marc
>(send reply to address in header)

This is from what I read in magazine reviews of the XM301, not from first
hand experience:
The XM301 gets its power (5 Volts) from the serial bus. On the 800XL that
is connected directly to the internal power, on the 1200XL there is a resistor
in series. Apparently that resistor does not allow enough power to pass to
the XM301. The mod consists of bypassing the resistor.

From 8939889263599827777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,77099fd691cbe95a
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,77099fd691cbe95a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-02 09:03:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!kodak!elmgate!jdg
From: jdg@elmgate.UUCP (Jeff Gortatowsky)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari Explorer
Message-ID: <460@elmgate.UUCP>
Date: Mon, 2-Jun-86 12:03:54 EDT
Article-I.D.: elmgate.460
Posted: Mon Jun 2 12:03:54 1986
Date-Received: Wed, 4-Jun-86 07:39:26 EDT
References: <708@tekigm2.UUCP> <318@atari.UUcp> <628@marlin.UUCP>
Organization: Eastman Kodak Co., Rochester, NY
Lines: 19
Xref: linus net.micro.atari8:236 net.micro.atari16:828

> >Look for the first issue under Ahl & Staples in July, and bimonthly for the
> >next while. 1987 -- monthly, if ahl goes well.
> >
> >--->Neil @ Atari
>

You know Neil, I could have sworn that when I bought my ST back in October
of last year I sent in the subsciption card to AE with either the bill me
or credit card fields ('fields' ... must but a 'puter nut!) filled in.
Never did get a single issue. Course I don't remember getting billed
either. Oh well, how can I tell if my subcription was never filled or if
there was no magazine to fill it with and will get one when it becomes
available?

--
Jeff Gortatowsky   {allegra,seismo}!rochester!kodak!elmgate!jdg
Eastman Kodak Company
<Kodak won't be responsible for the above comments, only those below>

From 4832675473268418820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,77099fd691cbe95a
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,77099fd691cbe95a
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-06-03 12:31:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!vecpyr!atari!neil

From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari Explorer
Message-ID: <329@atari.UUcp>
Date: Tue, 3-Jun-86 15:31:03 EDT
Article-I.D.: atari.329
Posted: Tue Jun 3 15:31:03 1986
Date-Received: Thu, 5-Jun-86 07:46:15 EDT
References: <708@tekigm2.UUCP> <318@atari.UUcp> <628@marlin.UUCP>
Organization: Atari Corp/Mktg
Lines: 17
Xref: linus net.micro.atari8:239 net.micro.atari16:835

In article <628@marlin.UUCP>, dobbs@marlin.UUCP (Lynn B. Dobbs) writes:
>
> I know I should have kept the card that told me how to subscrib, but I
> didn't. (sigh)
>
> How about posting the subscription info.

Send $15 for 6 issues or $39.95 for 18 issues to:
  Atari Explorer
  PO Box 3427
  Sunnyvale CA 94086

Canadians add $5/6 issues, others outside of US add $10/6 issues.
Mastercard and Visa accepted.

--->Neil @ Atari
     ...lll-crg!vecpyr!atari!neil

From -1568165621940477271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,77099fd691cbe95a
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,77099fd691cbe95a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-03 12:37:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atari Explorer
Message-ID: <330@atari.UUcp>
Date: Tue, 3-Jun-86 15:37:04 EDT
Article-I.D.: atari.330
Posted: Tue Jun 3 15:37:04 1986
Date-Received: Thu, 5-Jun-86 07:46:30 EDT
References: <708@tekigm2.UUCP> <318@atari.UUcp> <628@marlin.UUCP>
<460@elmgate.UUCP>
Organization: Atari Corp/Mktg
Lines: 12

Xref: linus net.micro.atari8:240 net.micro.atari16:836

In article <460@elmgate.UUCP>, jdg@elmgate.UUCP (Jeff Gortatowsky) writes:
>
> You know Neil, I could have sworn that when I bought my ST back in October
> of last year I sent in the subsciption card to AE...
> Never did get a single issue. Course I don't remember getting billed
> either. Oh well, how can I tell if my subcription was never filled?

Please call Sherry Cann at 408-745-4204. She has the subscription records
and can give you a status report. Judging by your description, your request
has vanished -- you should have received SOMETHING by now.

--->Neil @ Atari

From 8793111558867705597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,19028fa5f8a4377c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-03 15:06:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari8
Subject: 'Happy' Version 7 software
Message-ID: <322@lll-lcc.UUcp>
Date: Tue, 3-Jun-86 18:06:43 EDT
Article-I.D.: lll-lcc.322
Posted: Tue Jun 3 18:06:43 1986
Date-Received: Thu, 5-Jun-86 07:24:44 EDT
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 24
Keywords: Happy, disk drive

Yesterday (June 2) I received in the mail the long awaited Version 7
software from HCI for the 1050 and 810 disk drives with the 'Happy'
hardware modification. This is free to all who send in their registration
card when the got the disk drive modified; you do not need to phone or
write to HCI. Included is a 22 page manual in small print.
(Curiously, it came in a B&C Computervisions envelope.)
     This software, with the modified disk drive, provides disk I/O at
several times normal speed on normal (unprotected) diskettes
through use a track buffer in the drive, and reprogramming the computers
POKEY serial chip to run the line at a much higher rate.
Writes are verified without loss of speed. With the 1050, you also gain
true double density. This works with the sector copy and DOS.
Versions of OSS DOS XL and Top DOS with this high speed are also for sale.
     Version 7.0 software is said to enhance the drive's already famous
ability to copy diskettes whose makers did not intend them to be copiable.
This is possible because the drive mod gives it its own RAM and the software
can program the drive itself to do unusual formatting and writing.

     Bruce Langdon L-472   langdon@lll-lcc.ARPA
     Physics Department   "langdon#bruce%d@lll-mfe.ARPA"
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{ihnp4,qantel,ucdavis,pyramid,styx}!lll-lcc!langdon
                  ..{gymble,seismo}!lll-crg!lll-lcc!langdon

From 7546234160945380212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,15ffc8acf2b4b97,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-03 15:38:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!pyramid!
pesnta!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP
Newsgroups: net.micro.atari8
Subject: 1200XL Resistor Mod
Message-ID: <723@tekigm2.UUCP>
Date: Tue, 3-Jun-86 18:38:05 EDT
Article-I.D.: tekigm2.723
Posted: Tue Jun 3 18:38:05 1986
Date-Received: Sat, 7-Jun-86 00:50:30 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 17
Keywords: XM301, R63 Resistor

To answer the question that Appelbaum posed about using the 1200XL with a
XM301 modem, is the following answer --

Quoting from page 8 of the RAMBO XL instruction sheet:

"Replace resistor R63 with a jumper wire. 1200XL is the only 8-bit Atari
computer with a current limit resistor (R63). This prevents 1200XL ownners
from using any peripherals (including the XM301 MODEM and P:R:Connection)
which draw power from the computer. We strongly recommend removing this
resisitor and replacing it with a jumper wire to make your 1200XL more
compatible. R63 is located at the top of the PCB near the center. It is
just to the right of transistor Q3. Remove this resistor and replace it
with plan wire. Now you can use devices which draw power from your 1200XL!"

As I said, I have done this with no detrimental effects that I am aware of.

--Bill--

From -2840736645939621604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,19a859789823617d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-04 07:54:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 (USS@Tek, v1.1) based on 4.3bsd-beta 6/6/85; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: Problems with print-to-disk in AW+
Message-ID: <725@tekigm2.UUCP>
Date: Wed, 4-Jun-86 10:54:37 EDT
Article-I.D.: tekigm2.725
Posted: Wed Jun 4 10:54:37 1986
Date-Received: Sat, 7-Jun-86 06:43:05 EDT
References: <8606021155.AA26150@mitre.ARPA>
Organization: Tektronix, Inc., Beaverton, OR
Lines: 21

In article <8606021155.AA26150@mitre.ARPA>, abrams@MITRE.ARPA writes:
>
> In AW, when I print to disk, I se ^B=0, ^T=0, ^L=0, and ^Y=0 to get no
> page break and no left margin. IN AW+ I tried the same and got the
> error message "invalid margin". When I reset ^Y=132, that error
> message went away. It doesn't seem to be an appropriate error message,
> but that's not too important.
>
> But I seem to be unable to eliminate blank spaces skipped between
> "pages". A ^H in the text really caused a problem, producing a header
> and a page number (if was ignored in AW). Even when I removed the ^H,
> I still got lots of blank lines.
>
The reason for the blank lines is that you are telling AW+ to insert them by making your page length 66 lines long. ^Y = 132 means that page length is is 66 lines long (^Y = 0 similarly tells it no page length which should be an error). You need to set ^Y = 66x# of pages or maybe ^Y = 999. And you are correct that a ^H in the text will give you a header or page # depending upon how you do it.

--Bill--

From 2728940907167867040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f119fa5947c9ecfe,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-05 06:53:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!homxb!ceh
From: ceh@homxb.UUCP (C.HAILEY)
Newsgroups: net.micro.atari8
Subject: 850 interface documentation
Message-ID: <1654@homxb.UUCP>
Date: Thu, 5-Jun-86 09:53:44 EDT
Article-I.D.: homxb.1654
Posted: Thu Jun 5 09:53:44 1986

Date-Received: Sat, 7-Jun-86 06:53:07 EDT
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 8

Can anyone help me find documentation for the 850 interface? I have the interface but nothing to read. If anyone can help me find the documentation for this it would be appreciated.

Chris Hailey
decvax!homxb!ceh

From 8499120843310483728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f119fa5947c9ecfe
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-06 06:11:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!nike!cad!ucbvax!XEROX.COM!Schooley.Henr
From: Schooley.Henr@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Re: 850 interface documentation
Message-ID: <860606-061108-1090@Xerox>
Date: Fri, 6-Jun-86 09:11:00 EDT
Article-I.D.: Xerox.860606-061108-1090
Posted: Fri Jun 6 09:11:00 1986
Date-Received: Sun, 8-Jun-86 03:47:05 EDT
References: <1654@homxb.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Chris,

I have the 850 Interface Module Technical Manual. If you send me your mailing address, I will send you a copy.

Rick Schooley
1-716-427-6763
Rochester, N.Y.

From -2590693453623218731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f119fa5947c9ecfe
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-06 16:26:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!decvax!decwrl!muscat!striepe

From: striepe@muscat.UUCP
Newsgroups: net.micro.atari8
Subject: Re: 850 interface documentation
Message-ID: <10053@muscat.DEC>
Date: Fri, 6-Jun-86 19:26:59 EDT
Article-I.D.: muscat.10053
Posted: Fri Jun 6 19:26:59 1986
Date-Received: Sun, 8-Jun-86 05:41:58 EDT
References: <1654@homxb.UUCP>
Reply-To: striepe@muscat.UUCP (Harald Striepe)
Organization: DEC Corp. Softw. Prod. Group, Santa Clara, CA
Lines: 7

Simply call Atari Corp. in Sunnyvale, CA. Most 850's
currently shipping still have the old preliminary doc.
Atari will send you the new manuals within one day, no
questions asked! I had mine within two days.

That's service...

From 4215672396553730492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a4989476209ff553,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-08 09:38:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!alberta!sask!long
From: long@sask.UUCP (Warren Long)
Newsgroups: net.micro.atari8
Subject: XIO info request, thanks for VT52
Message-ID: <381@sask.UUCP>
Date: Sun, 8-Jun-86 12:38:59 EDT
Article-I.D.: sask.381
Posted: Sun Jun 8 12:38:59 1986
Date-Received: Thu, 12-Jun-86 03:03:50 EDT
Distribution: net
Organization: University of Saskatchewan, CANADA
Lines: 35

<the line eater is history.....>

Many thanks to Micheal Jenkins at University of Toronto for his
VT52 emulator. I downloaded, modified the termcaps and it works
perfectly. So well in fact, that I went out and bought a 1200
baud modem. It took me a lot of searching, all of it in vain to
try and discover how the XIO commands work. I searched all of my
manuals... but none of them had a listing of the XIO commands and,
for example, how to set the baud rate of R:. I finally made some
intelligent(?) guesses about how to increase the speed variable
in Micheal Jenkins program (1 step at a time), and with speed set

to 3, it now works perfectly at 1200 baud. I love it!!!!

Request:
     If anyone has a complete listing of the XIO commands, I
     would love it if they would post it. An example of the
     difficulties I had.

          Atari basic: list XIO 3,5,7,9,11,12,13,17,18,32,33,35
                       36,37,38,254
          Basic A+:   ditto
          ACTION! :   said to look in DOS XL, or OSA DOS
                -nothing there
          My 850 manual: borrowed... frustration!!!

     Anyways, if somebody has a complete list, or has lots
     of tidbits, I will be more than happy to compile them
     into a comprehensive list.

                Warren Long
                University of Saskatchewan
                Canada

From 9069648257702356936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ed6305d7813a9e59,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-08 13:22:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: 850 documentation
Message-ID: <8606082022.AA02973@mitre-bedford.ARPA>
Date: Sun, 8-Jun-86 16:22:40 EDT
Article-I.D.: mitre-be.8606082022.AA02973
Posted: Sun Jun 8 16:22:40 1986
Date-Received: Mon, 9-Jun-86 06:44:19 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 4

Does anybody [know if there is | have a copy of] an 850 SERVICE Manual
or SAMS ComputerFact manual ?

-John Sangster / jhs@mitre-bedford.arpa / ...ihnp4!linus!mbunix!jhswww

From -4136712239987970820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3af7c621ced0fffa,start

X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-09 06:01:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!caip!princeton!allegra!ulysses!burl!clyde!
cbosgd!ihnp4!ihuxi!store2
From: store2@ihuxi.UUCP (Wilcox)
Newsgroups: net.micro.atari8
Subject: July 1986 ANTIC TOC
Message-ID: <1356@ihuxi.UUCP>
Date: Mon, 9-Jun-86 09:01:32 EDT
Article-I.D.: ihuxi.1356
Posted: Mon Jun 9 09:01:32 1986
Date-Received: Thu, 12-Jun-86 01:14:43 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 94

*****[Ignore header path]*****

July 1986 ANTIC TOC
Theme: Computer Arts

page article

7 FROM THE PUBLISHER: BEST OF BOTH WORLDS
A discussion of the first issue of START magazine published by Antic and the resurgence of the Atari 8-bit computers.

11 ANTIC ONLINE
It is now possible to download high resolution graphics from CompuServe using the program VIDTEX Converter (see page 32 below).

13 DIGITIZING SHAKESPEARE
Restoring rare documents with an 800XL and Computereyes. An article explaining how Folger Shakespeare Library is using an Atari 800XL to restore rare library manuscripts.

15 ARTMAKER: GALLERY OF GRAND GRAPHICS
Enhance your computer artwork with intricately detailed patterns far beyond the capability of standard graphics software. ARTMAKER is a menu-driven BASIC program that generates seven varied and intricate patterns in Graphics 10.

20 GAME OF THE MONTH: DESERT CHASE
This is a fast-moving fly-and-shoot action game with some well-done perspective effects. BASIC with ML subroutines.

24 AMAZING CARD SHUFFLER
Here's an eye-popping graphics display that proves the 8-bit Atari computer is no slowpoke when it comes to flashing multiple windows all over the screen. BASIC with ML subroutines.

29 ANTIC OPTICAL ILLUSION CHALLENGE
ANTIC is looking for programs that emulates the Lightstick.

32 COMMUNICATIONS: VIDTEX CONVERTER

Learn how to access and download CompuServe's high-resolution online VIDTEX graphics with either an 8-bit Atari or an ST model. Then use one of the magazine's programs to convert the file into standard Atari graphics formats that you can change, color, and enhance with your touch tablet, light-pen or joystick.

38 STARTING OUT: NEW OWNERS COLUMN
This is lesson 5, number crunching, written by David Plotkin.

44 PRODUCT REVIEWS
HARDWARE/SOFTWARE
RAMBO XL (ICD, Inc)
HARDWARE
ACE80 (TNT Computing)
SOFTWARE
Ultima IV (Origin Systems)
Screens (Soft Cellar)
Micromod (Micromiser, Inc)
BOOKS
COMPUTE!'s Third Book of Atari (COMPUTE! Books)

*****ST RESOURCE (for the ST series of computers)*****

53 EASY DRAW: OBJECT-ORIENTED ST DRAWING SOFTWARE
A review of EASY DRAW by Migraph.

63 SUNDOG: THE ST GAME YOU'RE WAITING FOR
A review of SUNDOG by FTL Games.

67 GRAFCON ST: UNIVERSAL GRAPHICS CONVERTER
A program that converts any NEO, DEGAS, or DOODLE picture, in any resolution, into any other ST format and resolution. It will also convert any NEO, DEGAS or DOODLE picture into the CompuServe RLE format for uploading pictures to CompuServe VIDTEX.

75 H&D BASE: dBASE II WORKALIKE
A review of H&D BASE by Mirage Concepts.

78 68000 EXCEPTIONS AND INTERRUPTS
This is the third and last part of a series of articles on the subject. It covers Bomb handlers and TRAPS.

81 ST PRODUCT NEWS
SOFTWARE
Printmaster (Unison World, Inc)
Rhythm (SofTechnics)
Hacker (Activision)
Hippospell (Hippopotamus Software)

Comments: I am finally back on the net at a new location after a six month absence. I will try to resume my regular practice of putting the TOC of the current issue of ANTIC on the net as soon as I get it. I picked up issue one of START (Antic publication for the ST owner) and will post that as well but will not be doing so on a regular basis since I am not an ST owner yet. This issue of ANTIC also contains the spring issue of the ANTIC software catalog. Has anyone read the ANTIC CES reports on CompuServe? Can anyone download them?

Kit Kimes
AT&T Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

From -605860042750535031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,de5152dc741df04,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-09 22:05:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!prls!pyramid!decwrl!muscat!striepe
From: striepe@muscat.DEC (Harald Striepe)
Newsgroups: net.micro.atari8
Subject: Looking for ACTION! KERMIT Sources
Message-ID: <10054@muscat.DEC>
Date: Tue, 10-Jun-86 01:05:05 EDT
Article-I.D.: muscat.10054
Posted: Tue Jun 10 01:05:05 1986
Date-Received: Thu, 12-Jun-86 00:26:55 EDT
Organization: DEC Western Region TBU, Santa Clara, CA
Lines: 8
Keywords: ACTION! Atari Kermit

I am looking for the public-domain sources for the ACTION! based kermit.
We have not run across them on our system. If somebody could point me into
the right direction, I would be very obliged...

--
Harald Striepe
DEC Corporate Software Products Group, Santa Clara, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-winery!striepe, WINERY::STRIEPE

From -2149906295498047674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f59333ac90579333,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-10 10:28:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!styx!nike!cad!ucbvax!
INDYCMS.BITNET!IHLS400
From: IHLS400@INDYCMS.BITNET (Holly)
Newsgroups: net.micro.atari8
Subject: Message to Harold Strieppe
Message-ID: <8606102015.AA07956@ucbvax.Berkeley.EDU>
Date: Tue, 10-Jun-86 13:28:00 EDT
Article-I.D.: ucbvax.8606102015.AA07956
Posted: Tue Jun 10 13:28:00 1986
Date-Received: Sat, 14-Jun-86 05:39:48 EDT
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 7

Hope I spelled your name correctly.

I sent you what I have as far as ACTION based KERMIT. If you don't get it,
let me know. (I don't trust these mail systems...)

Holly Stowe
BITNET: IHLS400 @ INDYCMS

From -17315979655125735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,9ead25fa2e0eab02,start
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,9ead25fa2e0eab02,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-10 18:18:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!decwrl!pyramid!voder!kevin
From: kevin@voder.UUCP
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Where are CES reports?
Message-ID: <1370@voder.UUCP>
Date: Tue, 10-Jun-86 21:18:45 EDT
Article-I.D.: voder.1370
Posted: Tue Jun 10 21:18:45 1986
Date-Received: Wed, 11-Jun-86 18:53:40 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 8
Xref: decwrl net.micro.atari8:302 net.micro.atari16:1040

   Ok people, how come we havn't seen any reports on Atari at CES????

Kevin Thompson   {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From 2073671374399968431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,55c4a3f4fb734c69,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-10 22:32:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!columbia!caip!sri-spam!mordor!styx!nike!
cad!ucbvax!decvax!tektronix!tekig5!tekigm!tekigm2!wrd

From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: 256K Upgrades
Message-ID: <738@tekigm2.UUCP>
Date: Wed, 11-Jun-86 01:32:22 EDT
Article-I.D.: tekigm2.738
Posted: Wed Jun 11 01:32:22 1986
Date-Received: Sat, 14-Jun-86 06:34:44 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 40

Having just successfully completed converting one of my 1200XL's to a 1200XLE (256K upgrade) and converting an 800XL a month ago, I found some interesting things out:

1) Wes Newall's instructions for the 800XL are great (version 2 or version 3 instructions -- version 1 are not so hot) version 2 has the diagram showing the board layout for the 800XL and version 3 has the layouts for both 800XL and 1200XL boards.

2) The 800XLE goes smoothly and quickly

3) The 1200XLE does not particularly go smoothly. Two problems. First is additional jumpers and run cutting, Atari board runs are tough to cut and he does not show where they are, you must ring them out with an ohm meter. Secondly, there is no room for the board under the shield. My solution was to cut a section of shield out and resolder it using some brass angle shapes purchased at a model railroad hobby shop. The section moved upwards about 3/8" and must be at the back half of the computer to clear the upper keyboard half.
   I would suggest drilling 1/8" holes in the same pattern as the rest of the shield to help cool the Newell board.

4) I still cannot get MYDOS 4.1 to work properly. It will not run an ANTIC magazine disk. I have heard from several people that MYDOS is extremely sensitive and prone to errors, but no one seems to know what to do about it. I still think that the Atari RAMDISK.COM file could be changed to allow it to check for 128k or 256k RAM.

Question: I have heard of many different upgrades for the 130XE but none seem to bring it up to the same 256k level. It would seem to me that there should be a fairly simple way to bring it from 128K to 256K.

Second question: have heard that Atari at the CES Show showed a 1 Meg 130XE. Does anyone know if this was a prototype or someone's home built 1 Meg variety? Reason I ask as a local basher has made both a 1 Meg and a 3 Meg version, but I was hoping that maybe it was about to become a product. Neil @ Atari -- what about it?

--Bill--

From -3741802021280478660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ad57d573280c9704,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-11 18:06:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!decwrl!muscat!striepe
From: striepe@muscat.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Wanted: Disk enhancement info (512-byte sectors??)
Message-ID: <10056@muscat.DEC>
Date: Wed, 11-Jun-86 21:06:31 EDT
Article-I.D.: muscat.10056
Posted: Wed Jun 11 21:06:31 1986
Date-Received: Thu, 12-Jun-86 01:42:52 EDT
References: <139@c3pe.UUCP>
Reply-To: striepe@muscat.UUCP (Harald Striepe)
Distribution: na
Organization: DEC Corp.Software Services, Santa Clara, CA
Lines: 60
Keywords: enhancement reprogrammable custom ATR8000

>Has anyone been able to use any of the disk enhancements being sold for Atari
>1050 disk drives to read/write 40-track double-density format with nine
>512-byte sectors per track (MS-DOS/PC-DOS format)? I understand that at least
>some of the units allow the drive controller to be reprogrammed in ROM, and one
>would think that this could then be accomplished, even if you had to modify
>the SIO (easy enough with an XL; just "bank-switch" the high memory to RAM,
>copy the OS up there, and carve away!)

I currently own the ICD Doubler (256K sectors as well as standard 1050
formats, custom sector sequences and high speed serial IO) equipped drives
as well as an ATR8000 with double-sided, double-density 40 track drives. In
the past, I have also owned PERCOMS.

None of these have the ability to handle 512byte sectors as supplied. The
Doubler probably does not have enough RAM to handle the buffering. Mods
like the Happy might be able to handle it, if they are programmable, and
if the programmer interface is published. PERCOM, ASTRA, ICD, and ATR8000 all
follow the "PERCOM" drive configuration table format, but simply ignore
unsupported (e.g. 512 byte sector) configuration requests. The ATR8000
is programmable via a "Z" serial IO device. If you purchase the ROM
sources, it is reasonably straight forward to download and execute routines
beyond those supplied in ROM (and you have plenty of RAM to do that in, if
you have the 64K version). A while back I implemented a simple copy utility
that copies single and double-sided double density diskettes from drive to
drive inside the ATR8000 avoiding the slow serial BUS completely. The Z
device allows you to point to a particular memory location in the Z80 ram,
and download to as well as upload from the ATR8000. You can also execute at
the location of your pointer. This is how serial handlers are implemented.
Unfortunately, the ATR8000 bit bangs instead of using a UART, so it is

impossible to bump up the serial IO rate. The new ATR8500 should be better in this respect. Of course, you should have CP/M on the ATR8000 to make any decent Z80 projects possible (hand assembly gets old fast!). If anybody has a Z80 cross assembler for the Atari, I would love to know about that.

Once you have figured out, how to make your drive read 512byte blocks, you still have to write programs to interpret the MS-DOS file format (FATS etc.), and don't forget that Atari sectors are stored in inverted format...

If anybody has done work along these lines (ATR8000 or ICD etc.) I would be interested in hearing about it.

It is no problem to bypass the ROM SIO routines and write your own. If you are running at the standard SIO rate (19200 BITS/sec), you can use the vectored handler. This makes communication of arbitrary frame length to abritrary SIO devices easy (you don't have to write your own interrupt routines). Note that there were serious bugs in the REV A ROMS on the 800. Also note that SpartaDOS vectors SIO routines to (pseudo)drives to accomodate their enhanced IO rates. Also remember that he SIO device designation is separate from CIO.

Harald Striepe
DEC Corporate Software Products Group, Santa Clara, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-winery!striepe, WINERY::STRIEPE
--
Harald Striepe
DEC Corporate Software Products Group, Santa Clara, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-winery!striepe, WINERY::STRIEPE

From 7511591355483625196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,58d13fe4bb3edb73,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-12 05:45:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!decuac!c3pe!charles
From: charles@c3pe.UUCP
Newsgroups: net.micro.atari8
Subject: (Revised) Wanted: Disk enhancement info (512-byte sectors??)
Message-ID: <141@c3pe.UUCP>
Date: Thu, 12-Jun-86 08:45:39 EDT
Article-I.D.: c3pe.141
Posted: Thu Jun 12 08:45:39 1986
Date-Received: Thu, 12-Jun-86 19:22:25 EDT
References: <139@c3pe.UUCP>
Reply-To: charles@c3pe.UUCP (Charles Green)
Distribution: na
Organization: C3, Inc., Reston, VA
Lines: 21
Keywords: enhancement reprogrammable custom

[new spray from Raid - birth control for line eaters!]

(I cancelled the previous submission due to a technical error shown below.)

(New addition)
Do any of the "other" drives (Ra~a, I~dus) allow 512-byte sectors?

Has anyone been able to use any of the disk enhancements being sold for Atari 1050 disk drives to read/write 40-track double-density format with nine 512-byte sectors per track (MS-DOS/PC-DOS format)? I understand that at least some of the units allow the drive controller to be reprogrammed in RAM, and one would think that this could then be accomplished, even if you had to modify the SIO (easy enough with an XL; just "bank-switch" the high memory to RAM, copy the OS up there, and carve away!)

In article <139@c3pe.UUCP> charles@c3pe.UUCP (Charles Green) writes:
> ... allow the drive controller to be reprogrammed in ROM ...
                                    ^^^   NAK!!!
--
-Charles Green at C3 Inc.   {styx!seismo,cvl,dolqci}!decuac!c3pe!charles
         "Bahkups? We don' need no streeming bahkups!"

From 6409164888124513970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9ead25fa2e0eab02
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,9ead25fa2e0eab02
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-06-12 06:06:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!bellcore!ulysses!mhuxr!mhuxn!ihnp4!ihuxi!store2
From: store2@ihuxi.UUCP (Wilcox)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Where are CES reports?
Message-ID: <1359@ihuxi.UUCP>
Date: Thu, 12-Jun-86 09:06:26 EDT
Article-I.D.: ihuxi.1359
Posted: Thu Jun 12 09:06:26 1986
Date-Received: Fri, 13-Jun-86 03:27:59 EDT
References: <1370@voder.UUCP>
Distribution: na
Organization: AT&T Bell Laboratories
Lines: 19
Xref: ihnp4 net.micro.atari8:301 net.micro.atari16:1054

             *****[Ignore header path]*****

>
>   Ok people, how come we havn't seen any reports on Atari at CES????
>
I was at the CES and really enjoyed it but am not in a position to give

any kind of authoritative report. What I would like to see is someone download the ANTIC reports from CompuServe. There should be one for each day and they sometimes have a follow-up overall report the following week. The past several shows someone has always downloaded it. I don't have an account on CompuServe yet (but I will by the next show). Any kind soul willing to download it?

Kit Kimes
AT&T--Information Systems Labs
1100 E. Warrenville Rd.
Naperville, IL 60566
...ihnp4!iwvae!kimes

From 6634849316409735913
X-Google-Language: Unknown,Unknown
X-Google-Thread: 15c82e,5501f5187e70e716,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-12 11:35:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!think!mit-eddie!genrad!decvax!bellcore!
ulysses!ucbvax!SCORE.STANFORD.EDU!info-atari8-request
From: info-atari8-request@SCORE.STANFORD.EDU
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8606121835.AA15913@ucbvax.Berkeley.EDU>
Date: Thu, 12-Jun-86 14:35:14 EDT
Article-I.D.: ucbvax.8606121835.AA15913
Posted: Thu Jun 12 14:35:14 1986
Date-Received: Thu, 19-Jun-86 02:14:08 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From -7440062508013984699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6097ad5a30e26e6,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-12 15:57:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!think!harvard!bu-cs!
bucsb.bu.edu!riz
From: riz@bucsb.bu.edu.UUCP (Rizal Ishak)
Newsgroups: net.micro.atari8
Subject: Mini survey
Message-ID: <341@bucsb.bu.edu.UUCP>
Date: Thu, 12-Jun-86 18:57:57 EDT
Article-I.D.: bucsb.341
Posted: Thu Jun 12 18:57:57 1986
Date-Received: Tue, 17-Jun-86 21:37:38 EDT
Organization: Boston Univ Comp. Sci.

Lines: 18

As an user, answering these two questions may ultimately benefit
you.

1. Would you like to have different colored diskette covers so that
    you can more readily distinguish your disks at a glance?

2 a. Would you rather purchase brandless 5 1/4 inch diskettes priced
      at 50 cents each, or,

   b. purchase brand name diskettes at $1.30 each?

Send your comments to riz@bucsb.bu.edu

Thank you for your co-operation with DISKOVERS, P.O BOX 684, Kenmore Square,
Boston, MA 02215, U.S.A.

From -8455630443994986170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ad57d573280c9704
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-13 04:32:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!USC-ISID.ARPA!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: Wanted: Disk enhancement info (512-byte sectors??)
Message-ID: <8606131136.AA29492@ucbvax.Berkeley.EDU>
Date: Fri, 13-Jun-86 07:32:41 EDT
Article-I.D.: ucbvax.8606131136.AA29492
Posted: Fri Jun 13 07:32:41 1986
Date-Received: Tue, 17-Jun-86 19:23:54 EDT
References: <10056@muscat.DEC>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Harald,

Is there any way to get the disk copy program that you wrote for your
ATR8000 to copy directly via ATR memory, bypassing the serial buss? I
am sure a number of us would enjoy having that program.

David Young

From 8214554320690140251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b3fa25548d7b5d7b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-13 08:36:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!suny-bing.CSNET!vx1245
From: vx1245@suny-bing.CSNET
Newsgroups: net.micro.atari8
Subject: memory upgrade for atari 800
Message-ID: <8606140327.AA11644@ucbvax.Berkeley.EDU>
Date: Fri, 13-Jun-86 11:36:00 EDT
Article-I.D.: ucbvax.8606140327.AA11644
Posted: Fri Jun 13 11:36:00 1986
Date-Received: Tue, 17-Jun-86 19:34:59 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

A recent article in ANALOG referred to "public domain 256K upgrades"
for the 800. Does anyone know anything about this?

     Fred Sullivan

From 3967802549421481882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ad57d573280c9704
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-16 16:14:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!petrus!scherzo!allegra!princeton!
caip!think!mit-eddie!genrad!decvax!decwrl!muscat!striepe
From: striepe@muscat.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Wanted: Disk enhancement info (512-byte sectors??)
Message-ID: <10058@muscat.DEC>
Date: Mon, 16-Jun-86 19:14:37 EDT
Article-I.D.: muscat.10058
Posted: Mon Jun 16 19:14:37 1986
Date-Received: Wed, 18-Jun-86 03:57:46 EDT
References: <10056@muscat.DEC> <8606131136.AA29492@ucbvax.Berkeley.EDU>
Reply-To: striepe@muscat.UUCP (Harald Striepe)
Organization: DEC Software Prod.Group, Santa Clara, CA
Lines: 16

I have had some requests for my ATR8000 disk copy utility. It is a slightly
embarassing 'midnite hack' that might be ATR ROM specific. It also does
not support single density. It was written in ACTION! and M80 assembler.
This makes it difficult for most people to create the program from sources
(the M80 assembler was run on a DEC Rainbow, and the linked file
transferred to the Atari via KERMIT).

If there is enough interest, I will post it to the net. However, it would have to be posted in binary form. Does anybody have a BINHEX type of utility to do just that. Another way (I guess) would be to have a BASIC PUTter program to create the file with complete lack of error checking.

--
Harald Striepe
DEC Corporate Software Products Group, Santa Clara, CA
decwrl!muscat!striepe, decwrl!dec-rhea!dec-winery!striepe, WINERY::STRIEPE

From 176196526209432259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1fb25bb18b41b83c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-17 11:02:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!tellab5!sonic
From: sonic@tellab5.UUCP (John Ryder)
Newsgroups: net.micro.atari8
Subject: Miditrack II MIDI interface for Atari XL
Message-ID: <14@tellab5.UUCP>
Date: Tue, 17-Jun-86 14:02:59 EDT
Article-I.D.: tellab5.14
Posted: Tue Jun 17 14:02:59 1986
Date-Received: Sat, 21-Jun-86 06:56:00 EDT
Reply-To: sonic@tellab5.UUCP (John Ryder(tms))
Organization: Tellabs, Inc., Lisle, IL
Lines: 17
Keywords: MIDI

Is anyone out there using the Miditrack II MIDI interface made by Hybrid Arts for the XL series of Atari's? I saw an article on this product in an ANTIC magazine article about a year ago or so. At the time the suggested list price was $349.95 for the interface and related software, which seemed rather highly priced.
If anyone has the Miditrack II out there, I'd be interested in hearing from you on how much you paid, satisfaction or dissatisfaction with it, etc.
I just placed an order for a Casio CZ-101 synthesizer, and I'm interested in exploiting its MIDI capabilities.

John Ryder
Tellabs, Inc.
Lisle,IL 60532
 sonic@tellab5.UUCP

"The opinions expressed in this article are my own and do not represent those of Tellabs, Inc."

From 1085093240273805802
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,f84a1cc988025ed3,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-17 19:18:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!mcnc!duke!nhh
From: nhh@duke.UUCP (Nathan H. Hillery)
Newsgroups: net.micro.atari8
Subject: New to the Atari World....
Message-ID: <7378@duke.duke.UUCP>
Date: Tue, 17-Jun-86 22:18:31 EDT
Article-I.D.: duke.7378
Posted: Tue Jun 17 22:18:31 1986
Date-Received: Thu, 19-Jun-86 22:12:57 EDT
Organization: Duke University CS Dept.; Durham, NC
Lines: 36
Keywords: atari,action!

I am somewhat new to the Atari world of computing. I
I got an 800XL awhile back and have been getting more
and more interested in paying around with it. I have
been pretty impressed so far, but I have several questions.

1) What kind of languages are available? Are any of them
in the public domain (i.e. cheap or free)?

2) What is ACTION! ? [sic] I have seen several articles
posted about sources in this language (I guess its a lang).

3) What's the best source for info ? (Where should I have
looked instead of posting questions ?)

4) How hard is it to connect a modem to the 800 ?   How much
am I going to have to pay to do it right ?

5) Has anyone tried to type in the program for a Sound
Development Package listed in COMPUTE! (July 1986, pp. 69-75) ?
I got the first program in OK (I think). But there seems to be
an error in line 20. Line 20 = "GOTO 3020", but there is no line
numbered 3020. Am I missing something ? or is the program missing
it?

advTHANKSance,
nate.

--
-_-_-_

From 6848418509778544574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3cbce82d2eb647b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-17 23:39:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!lll-crg!nike!ucbcad!
ucbvax!hplabs!pesnta!amd!sco!ericg
From: ericg@sco.UUCP (Eric Griswold of QA)
Newsgroups: net.micro.atari8
Subject: Action and Floating Point
Message-ID: <190@sco.UUCP>
Date: Wed, 18-Jun-86 02:39:48 EDT
Article-I.D.: sco.190
Posted: Wed Jun 18 02:39:48 1986
Date-Received: Sat, 21-Jun-86 07:54:47 EDT
Distribution: net
Organization: The Santa Cruz Operation, Santa Cruz, CA
Lines: 11

Is there a floating point "library"
available for Action, that is a
package to allow floating point operations
and hopefully some sane implementation
of type "float" or need I delve into
the Atari OS fp routines and kludge
it?

TIA
Eric Griswold
{ihnp4, amdcad, cithep, microsoft}!sco!ericg

From 3712623857142283490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b33a527c9014afc8,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-18 15:39:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!EDWARDS-2060.ARPA!D-ROGERS
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari8
Subject: MAGNETIC MEDIA SURVEY
Message-ID: <12215895668.12.D-ROGERS@EDWARDS-2060.ARPA>
Date: Wed, 18-Jun-86 18:39:04 EDT
Article-I.D.: EDWARDS-.12215895668.12.D-ROGERS
Posted: Wed Jun 18 18:39:04 1986
Date-Received: Fri, 20-Jun-86 02:53:45 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet

Lines: 25

I COULDN'T MAKE A DIRECT REPLY FOR THE REASON SHOW BELOW.
17-Jun-86 15:59:52-PDT,1106;000000000001
Return-Path: <MAILER-DAEMON@ucbvax.Berkeley.EDU>
Received: from ucbvax.Berkeley.EDU by EDWARDS-2060.ARPA with TCP; Tue 17 Jun 86
15:59:49-PDT
Subject: Returned mail: Host unknown
   ----- Transcript of session follows -----
bad system name: cad
uux failed. code 68
550 <ucbcad!nike!think!harvard!bu-cs!bucsb.bu.edu!riz@UCBVAX.BERKELEY.EDU>... Host
unknown

   ----- Unsent message follows -----
Received: by ucbvax.Berkeley.EDU (5.51/1.14)
     id AA27991; Tue, 17 Jun 86 15:58:24 PDT
Date: Tue 17 Jun 86 13:24:36-PDT
From: D-ROGERS@EDWARDS-2060.ARPA
Subject: Re: Mini survey
To: ucbcad!nike!think!harvard!bu-cs!bucsb.bu.edu!riz@ucbvax.Berkeley.EDU
In-Reply-To: <341@bucsb.bu.edu.UUCP>
Message-Id: <12215609045.15.D-ROGERS@EDWARDS-2060.ARPA>

1. yes
2. a, provided double density quality was assured.

THANX, DER

From 6023401213148584655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,12748f75af228744,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-18 18:43:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!sri-spam!mordor!
styx!lll-crg!lll-lcc!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: XM301+1050=0
Message-ID: <1373@voder.UUCP>
Date: Wed, 18-Jun-86 21:43:20 EDT
Article-I.D.: voder.1373
Posted: Wed Jun 18 21:43:20 1986
Date-Received: Sat, 21-Jun-86 09:33:13 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Organization: National Semiconductor, Santa Clara
Lines: 20

   I've owned an Atari XM301 modem for about a month now and it's been working

just fine with my old 810 disk drive, recently I got a brand new 1050 drive
and the XM301 won't work with it! The problem is in loading the modem soft-
ware. When you boot the system the drive runs for about 5 seconds then stops
and waits for about 10-15 seconds, then it loads a bit more, then it waits a
bit, and so on... It took almost 10 minutes to load 1030 EXPRESS! and other
modem programs are just as bad.
   This is a stock Atari 800 with 48k and the revision B OS with a stock XM301
and a stock 1050. The 1050 otherwise works fine, so I don't suspect it, and
the modem loads fine with my old 810, so I don't suspect the modem but a
combination of the 1050 and the XM301.
  When I told the dealer where I bought the modem from about the problem he
thought I was insane (maybe, but besides the point). Anyone have any ideas?

Kevin Thompson   {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -8424866395162202363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,12748f75af228744
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-19 10:18:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!think!nike!lll-crg!
lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8
Subject: Re: XM301+1050=0
Message-ID: <361@atari.UUcp>
Date: Thu, 19-Jun-86 13:18:53 EDT
Article-I.D.: atari.361
Posted: Thu Jun 19 13:18:53 1986
Date-Received: Sat, 21-Jun-86 10:31:59 EDT
References: <1373@voder.UUCP>
Organization: Atari Corp/Mktg
Lines: 33

In article <1373@voder.UUCP>, kevin@voder.UUCP (The Last Bugfighter) writes:
>
>   I've owned an Atari XM301 modem for about a month now and it's been working
> just fine with my old 810 disk drive, recently I got a brand new 1050 drive
> and the XM301 won't work with it! The problem is in loading the modem soft-
> ware. When you boot the system the drive runs for about 5 seconds then stops
> and waits for about 10-15 seconds, then it loads a bit more, then it waits a
> bit, and so on... It took almost 10 minutes to load 1030 EXPRESS! and other
> modem programs are just as bad.
>   This is a stock Atari 800 with 48k and the revision B OS with a stock XM301
> and a stock 1050. The 1050 otherwise works fine, so I don't suspect it, and
> the modem loads fine with my old 810, so I don't suspect the modem but a
> combination of the 1050 and the XM301.

>   When I told the dealer where I bought the modem from about the problem he
> thought I was insane (maybe, but besides the point). Anyone have any ideas?
>

Please call Mark Jansen in Atari Customer Relations IMMEDIATELY. His number
is 408-745-2004.
--

--->Neil @ Atari

...lll-crg!vecpyr!atari!neil   or ...lll-lcc!vecpyr!atari!neil

BIX: neilharris   CIS: 70007,1135   Delphi: NEILHARRIS
GENIE: nharris   WELL: neidAtara Cgrp& BBS 400%745%5300US Eaad2 Atara Cgrp&
1116 Bgrregas Ave&   Suffqvade$ CA 14006

*I/m(i(:8|h century man but I don't want to die here." -- Ray Davies

From 6783554569453080273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,94bd9676e88c9116,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-19 18:53:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!SUMEX-AIM.ARPA!MRC%PANDA
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari8
Subject: 8 bit Atari stuff for sale
Message-ID: <12216193154.11.MRC@PANDA>
Date: Thu, 19-Jun-86 21:53:13 EDT
Article-I.D.: PANDA.12216193154.11.MRC
Posted: Thu Jun 19 21:53:13 1986
Date-Received: Sat, 21-Jun-86 13:34:37 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

I am getting rid of my 8-bit Atari stuff. I have some CPU's, disk
drives, an 850, modem, cassette, printers, plus lots of software. If
you are interested in anything make me an offer.

Serious offers only, please. If you think you can buy a disk drive
from me for $25, don't waste my time.

Mark Crispin
1802 Hackett Ave.
Mountain View, CA 94043-4431

From -6644508690713506095

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,12748f75af228744
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-20 07:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site rocksvax.FUN
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!billj
From: billj@rocksvax.FUN (Bill Jeffers)
Newsgroups: net.micro.atari8
Subject: Re: XM301+1050=0
Message-ID: <3050001@rocksvax.FUN>
Date: Fri, 20-Jun-86 10:25:00 EDT
Article-I.D.: rocksvax.3050001
Posted: Fri Jun 20 10:25:00 1986
Date-Received: Sun, 22-Jun-86 03:21:12 EDT
References: <1373@voder.UUCP>
Organization: Xerox, Henrietta
Lines: 4

The problem you describe could be caused be alignment difference between the
drives (or possibly sensitivity to misalignment). Try making a copy of the
disk preferably from the 810 to the 1050.

From -2123094533183551035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3cbce82d2eb647b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-20 21:34:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari8
Subject: Re: Action and Floating Point
Message-ID: <349@lll-lcc.UUcp>
Date: Sat, 21-Jun-86 00:34:27 EDT
Article-I.D.: lll-lcc.349
Posted: Sat Jun 21 00:34:27 1986
Date-Received: Sun, 22-Jun-86 12:27:04 EDT
References: <190@sco.UUCP>
Distribution: net
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 20
Summary: get OSS Action Toolkit, aka Programmer's Aid Disk

In article <190@sco.UUCP>, ericg@sco.UUCP (Eric Griswold of QA) writes:
> Is there a floating point "library"
> available for Action, that is a
> package to allow floating point operations...

OSS sells the Action Toolkit which has FP access by creating a REAL
data TYPE, and procedures that interface to the ROM. However, each FP

operation must be a procedure call; you can't say y = a*x+b.
FP is Action's weakest area.

There is a LOT of stuff in the Toolkit, for PMG, I/O, sorting....
Even if you don't outright INCLUDE the files in your program, you may
find them as informative as I have.

     Bruce Langdon L-472   langdon@lll-lcc.ARPA
     Physics Department   "langdon#bruce%d@lll-mfe.ARPA"
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{ihnp4,qantel,ucdavis,pyramid,styx}!lll-lcc!langdon
                  ..{gymble,seismo}!lll-crg!lll-lcc!langdon

From -2925232824489315222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5e39f6a8401e95b1,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-21 18:56:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!nike!ucbcad!ucbvax!STONY-
BROOK.SCRC.Symbolics.COM!jrd
From: jrd@STONY-BROOK.SCRC.Symbolics.COM (John R. Dunning)
Newsgroups: net.micro.atari8
Subject: 800XL info?
Message-ID: <860621215658.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Date: Sat, 21-Jun-86 21:56:00 EDT
Article-I.D.: GRACKLE.860621215658.3.JRD
Posted: Sat Jun 21 21:56:00 1986
Date-Received: Mon, 23-Jun-86 03:43:56 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

I just acquired an 800XL, unfortunately with no doc of any sort. Does
anyone have a cogent description of the differences (from the software
point of view) from my old reliable 800?

From -1484664647635550568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4ab57d4298684b38,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-06-21 19:13:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!caip!nike!ucbcad!ucbvax!UMich-MTS.MAILNET!
Howard_Chu
From: Howard_Chu@UMich-MTS.MAILNET
Newsgroups: net.micro.atari8
Subject: Atari user magazines
Message-ID: <1355746@UMich-MTS.Mailnet>
Date: Sat, 21-Jun-86 22:13:14 EDT

Article-I.D.: UMich-MT.1355746
Posted: Sat Jun 21 22:13:14 1986
Date-Received: Tue, 24-Jun-86 04:05:19 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

Hello... I've had an 800XL for a few months now, and I'm really
getting discouraged in my attempts to find documentation and
all around News type stuff. The local bookstores etc. only seem
to carry Compute and Antic, and only occasionally. I'll probably
subscribe to one or the other, or both, but I was wondering about
any other magazines that were around. Also, if anyone has a supply
of the Compute's Atari guides, I'd be interested in finding them
as well. I saw an add in an issue from last year showing them
on "inventory reduction sale" and I don't think they're available
locally any more.

So, it all boils down to a simple request for recommendations...
Please post your favorite sources of Atari info & programs,
as well as maybe a brief comment on why it's good. I generally
prefer a magazine well stocked with program listings & technical
articles, as well as a fair amount of ads... Thanks in advance.

Howard Chu
Howard_Chu%UMich-MTS.Mailnet@MIT-Multics.ARPA
hyc@umix.cc.umich.edu

Every rule has an exception - except this one.

From -7965039936477944262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,74afd1293143397
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-05 07:19:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Observations and questions re AtariWriter Plus
Message-ID: <8605051419.AA04074@mitre-bedford.ARPA>
Date: Mon, 5-May-86 10:19:11 EDT
Article-I.D.: mitre-be.8605051419.AA04074
Posted: Mon May 5 10:19:11 1986
Date-Received: Wed, 7-May-86 01:57:52 EDT
References: <8605040002.AA01654@mitre.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 15

If Atariwriter Plus permits escape sequences in the text, you can of course

control underlining at the printer. I have done this with CDY's OmniWriter (bundled with their 80-column upgrade chip) and my Fujitsu DL2400.

Speaking of printers, word-processors and such... does anybody have any ideas on why I get occasional uppercase Rs inserted into files when I print them to a disk file and copy them to a printer? I seem to get the same thing when I download a file from a host and then copy to my printer or even load it into my word processor buffer and print it. Printing directly from the word processor works fine. The common denominator seems to be that I go from a DOS 2 disk file to the printer; the details of the transmission path don't seem to matter.

-John Sangster
jhs@mitre-bedford.arpa

From 4416052402924544888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,176a33968e6120de,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-05 08:19:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.1) based on 4.3bsd-beta 6/6/85; site tekig4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekig4!markr
From: markr@tekig4.UUCP (Mark Rust)
Newsgroups: net.micro.atari8
Subject: Help!
Message-ID: <642@tekig4.UUCP>
Date: Mon, 5-May-86 11:19:59 EDT
Article-I.D.: tekig4.642
Posted: Mon May 5 11:19:59 1986
Date-Received: Thu, 8-May-86 21:58:44 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 11
Keywords: rmodem, communication, kermit

Does anyone out there have a public domain program that supports
Kermit protocol with an rmodem interface. Xmodem protocol seems
to have serious problems over our Sytek lines, at least when calling
from home to our work computers.

adTHANKSvance

Mark Rust
uucp: <backbone>!tektronix!tekig4!markr
          -or-
    markr@tekig4.UUCP

From 8475810367585517491
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,d5b13e41c2ad83be
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-05 18:23:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!prls!pyramid!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8
Subject: Re: Happy Software version 7
Message-ID: <1340@voder.UUCP>
Date: Mon, 5-May-86 21:23:30 EDT
Article-I.D.: voder.1340
Posted: Mon May 5 21:23:30 1986
Date-Received: Thu, 8-May-86 05:34:44 EDT
References: <328@davaar.tcom.stc.co.uk>
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Organization: National Semiconductor, Santa Clara
Lines: 10

In article <328@davaar.tcom.stc.co.uk> vasos@stc.co.uk writes:
> Can anybody out there confirm that Happy software version 7 is available
> (or unavailable as the case may be)? According to the documentation supplied
> with the board there should be something available 'soon'.

   If you dial Happy Computer's info line at 408/779-3830 a recorded message
will tell you that as of April 26th revision 7 is completed and they will
begin shipping as soon as the instruction manual is finished. The message
will also give a number that has a recording that tells you what software
revision 7 will duplicate but its not working yet.

From 4667944268089111267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5df756c4a1718aeb,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-06 08:56:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!lll-crg!lll-lcc!ucdavis!ucbvax!
ULKYVX.BITNET!CL003702
From: CL003702@ULKYVX.BITNET
Newsgroups: net.micro.atari8
Subject: device drivers(How to build one?)
Message-ID: <8605061530.AA14909@ucbvax.berkeley.edu>
Date: Tue, 6-May-86 11:56:00 EDT
Article-I.D.: ucbvax.8605061530.AA14909
Posted: Tue May 6 11:56:00 1986
Date-Received: Thu, 8-May-86 20:56:14 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: University of Louisville
Lines: 13

 Does anyone know anything about device drivers for the 8-bits?
 Does anyone know of anyone who does? I have only been using the net for short

while so tell me if i missed anything on device drivers.

   I intend to write a window driver for the XL/XE. I will write it in action. As of now i have a proportional spacing subroutine under development; it prints using the standard atari character set in graphics mode 8. The minimum number of characters it will print on the screen are 45(fat letters). The max 80(thin characters).

   Mike Buford
   Cl003702@ulkyvx.bitnet

From 6531805009992790498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fa6c3fb0e3ac55a7
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-06 09:11:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!tektronix!
tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: Revision C Basic
Message-ID: <646@tekigm2.UUCP>
Date: Tue, 6-May-86 12:11:55 EDT
Article-I.D.: tekigm2.646
Posted: Tue May 6 12:11:55 1986
Date-Received: Sat, 10-May-86 23:28:19 EDT
References: <12203556304.17.KELLEY@EDWARDS-2060.ARPA>
Organization: Tektronix, Inc., Beaverton, OR
Lines: 30

In article <12203556304.17.KELLEY@EDWARDS-2060.ARPA>, KELLEY@EDWARDS-2060.ARPA writes:
>
>   Atarians,
>
>   Sorry about the last message but my fingers were typing slower than
> I was thinking. Anyhow like I was saying, by typing in the folling line
> at the ready prompt you will know which revision you have.
>
>   Print Peek(43234)
>
> Match the number that the computer responds with to the list below.
>
>   Revision A ---> 162
>   Revision B ---> 96
>   Revision C ---> 234
>
>   You can find the ad for Computervisions in ANTIC magazine (just
> read the fine print). Time for installing the chip is about 10
> minutes. It is socketed so anyone can perform this without any
> electronic experience.

>
Having just done this myself, there are a few caveats. The BASIC chip is
static sensitive so do not touch it with your hands. Use a tool to remove
and insert the IC.

Also: BASIC XE by OSS gives 108 when you print peek (43234).
I do not know what BASIC XL gives. (I also wonder who assigns the numbers
so that they are unique?)

--Bill--

From 3964187005593390356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9f7a853707be39e9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-06 11:19:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!tektronix!
tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Rev C BASIC
Message-ID: <647@tekigm2.UUCP>
Date: Tue, 6-May-86 14:19:29 EDT
Article-I.D.: tekigm2.647
Posted: Tue May 6 14:19:29 1986
Date-Received: Sat, 10-May-86 23:28:34 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 34

Restating what I said in the previous reply on installing Rev C BASIC.
It, along with most of the chips in an Atari, is extremely static
sensitive. If you have access to a grounded bench or work area with
wriststraps, that is the ideal environment to be changing out IC's, be
they BASIC, ANTIC, 64k/256k memory chips or whatever. However, at home
in a normal environment, there are other things that can be done:

1) only work during wet humid weather. Shut off any dehumidifier or
   AC units and work in a muggy atmosphere. The moist air will bleed
   off any static charges.
2) work next to a sink, keeping one hand on a water pipe or s/s sink
   and the other hand on the tool
3) use IC puller tool for removal as well as insertion of IC. Touch
   tool to sink/water pipe each time to bleed off static.
4) wear cotton fibre clothes, avoid wearing synthetic or wool clothing
5) avoid working during thunderstorms or other similar type weather
6) keep the IC's in "pink poly" or in other static free container until
   you are ready to install
7) keep computer open up to a minimum and always lay the circuit board
   down on a static free surface ("pink poly" plastic or metal table
   that is grounded, etc.)
8) if your are soldering, use a grounded soldering iron
9) assume that all IC's are static sensitive, even tho they might not be.

One other comment, Computervisions is actually B & C Computervisions
                            3283 Kifer Road
                            Santa Clara, CA 95051
                            (408) 749-1003

Read their ads and price lists carefully, they have a minimum $5.00 shipping
charge over and above the items costs, so it pays to group orders together.

I am not affiliated with them in any way, merely a contented customer.

                  --Bill--

From -5844915543520958730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4924f08419988225,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-06 11:48:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!tektronix!
tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: OS Swapping
Message-ID: <648@tekigm2.UUCP>
Date: Tue, 6-May-86 14:48:27 EDT
Article-I.D.: tekigm2.648
Posted: Tue May 6 14:48:27 1986
Date-Received: Sat, 10-May-86 23:29:06 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 21

I am interested in determining the feasability of replacing the 1200XL
OS with the 800XL/130XE OS. In looking at the Best Electronics catalog
I find:
      C060617   (1200 OS)
      C060616   (1200 OS)

      and

      C061598   (XL/XE OS)
      C061618   (XL/XE Memory Mngt)

My question is: are these two pairs of IC's interchangeable and will they
do what I want?

And no, I do not want OMNIxxx or an 800 equivalent OS. I am happy with
the XL/XE OS, I just want to bring the 1200 up to the others for OS
compatibility.

Thanks in advance,

--Bill--

From -2162713780304885806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,90959f42ed865009,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-06 22:06:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!sri-spam!nike!styx!lll-crg!lll-lcc!
ucdavis!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: Atari Direct Connect Version of Avatex 1200 Baud Hayes Compat. Modem!
Message-ID: <8605070506.AA06116@mitre-bedford.ARPA>
Date: Wed, 7-May-86 01:06:34 EDT
Article-I.D.: mitre-be.8605070506.AA06116
Posted: Wed May 7 01:06:34 1986
Date-Received: Sun, 11-May-86 03:55:02 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 28

I just learned of the existence of a modified version of the Avatex 1200-baud
modem that includes a built-in Atari XL/XE (or plain ole 400/800) interface.
For a 1200 baud, Bell 212 and Hayes 1200 compatible modem with interface,
the price is unquestionably right, namely somewhere well under $200.
In fact, the dealer price is a lot closer to $100, especially with a
special promotion that is just about to end. But I will leave price
discussions with that deliberately vague sketch and merely mention the
source as Nite Lite Systems, Billerica, MA. They can be reached by phone
at (617) 663-4463. Ask for Paul Swanson, the proprietor. He also runs a
Bulletin Board System (BBS) at (617) 663-4421. Supposedly, Nite Lite Systems
is a name that should be familiar to operators of BBS systems, as there are
some 150 NLS BBSes nationwide.

NLS is also a 520ST dealer and purveyor of 1Meg upgrade services as well
as repair services on all Atari products.

NLS also sells the Avatex modem with just RS-232 C interface, and I believe
the price is $99.95, but talk to Paul Swanson for an official quote.

NOTE: As I understand it, there is a special promotional price on the
modified Avatex modem which will be good for only about another week, so
anybody who is interested should NOT LET GRASS GROW UNDER YOUR FEET --
get in touch ASAP if you want the promotional price. Good luck!!!

I am running one of the plain Avatex 1200 baud units tonight for the first
time and it looks like an incredible bargain at under a hundred bucks!

-John Sangster - jhs@mitre-bedford.arpa.usual disclaimer

From 7111972409892621776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ce3f902666c4ce81,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-06 22:29:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: CORRECTION ON PHONE N FOR NITE-LITE SYSTEMS (Avatek Modem Dealer)
Message-ID: <8605070529.AA06302@mitre-bedford.ARPA>
Date: Wed, 7-May-86 01:29:52 EDT
Article-I.D.: mitre-be.8605070529.AA06302
Posted: Wed May 7 01:29:52 1986
Date-Received: Sat, 10-May-86 07:10:44 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

HELP!!! I GAVE THE WRONG PHONE NUMBER!!! IT SHOULD BE (617) 663 - 4 2 2 1

rather than the number I gave!!! The voice number is correct, 663-4463.

Sorry for the error.

-John Sangster
                jhs@mitre-bedford.arpa

From 1877310184024625041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,74afd1293143397
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-07 14:00:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.1) based on 4.3bsd-beta 6/6/85;
site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!
tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: Observations and questions re AtariWriter Plus
Message-ID: <653@tekigm2.UUCP>
Date: Wed, 7-May-86 17:00:20 EDT
Article-I.D.: tekigm2.653
Posted: Wed May 7 17:00:20 1986
Date-Received: Sat, 10-May-86 07:21:28 EDT
References: <8605040002.AA01654@mitre.ARPA>
Organization: Tektronix, Inc., Beaverton, OR
Lines: 98

In article <8605040002.AA01654@mitre.ARPA>, abrams@MITRE.ARPA.UUCP writes:
> In the process of familiarization with AtariWriter Plus I ran into
> several items I thought interesting enough to share and ask about:
>
> The built-in Epson driver is for an FX-80. I have an MX-80, so I
> thought I had to generate a unique driver. Is that correct, or will
> the built-in one work? One concern was that the built-in driver
> accomplished underlining by backspace underscore instead of
> turning on underline. It also works differently than AtariWriter (unplus),
> which first printed the line and then underlined it. Well, no matter what
> I did, my MX-80 driver still did underlining by backspace underscore.
> I guess that's how the logic is built.
>
As a user of both Atariwriter and Atariwriter +, I have not found any
differences as far underlining goes, with the following caveat: Atariwriter
required that you furnish a printer driver for most non-Atari printers to
function; Atariwriter + has the built in printer driver. As far as the
"FX-80" p/d goes, this is a generic p/d for all Epson and Epson compatibles.
I personally am using a Legend 1380 printer, it works for all of the Legends
and other "Epson compatibles". There are four forms of "underline", however.

1) Use of <shift> "-" key. Gives an underline with white spaces under a blank area only.
2) Use of "Fuji" key. Gives an underline on all subsequent alpha/numeric keys.
3) Use of <control> U on previously written text. --> underlines any alpha/numeric key.
4) Use of <shift> "-" key followed by <control> U gives underline that is solid -- no "white spaces" -- again under a blank area only.

Note: in both examples 3 and 4 it assumed that you <control> "<--" before using
the <control> U key.

> In editing printer drivers, I discovered there was no way to completely
> return to the virgin state of having no entry for a function. A CR
> with no entry left the previous entry unchanged. A space was not
> accepted. The best I could do was put in a zero. I wonder what the effect
> will be of sending a null to the printer. Any suggestions?
Do not know, but again FX80 p/d should work for MX80.

> I have the AtariWriter patch which permits print to disk. I use the option
> which output no printer controls because I use this function to
> produce afile which can be subsequently uploaded with AMODEM. After
> several trys I discovered that the same effect was posible in AtariWriter
> Plus by specifying 155 (Atari's EOL) as the CR LF and CR only sequences.
Atariwriter + manual shows a command for saving pure ASCII text without p/d
commands -- it is <control> S on the main menu only.

> I notice that if I want to switch from printer output to print to disk,
> I have to reboot. Can this be circumvented? Is there any way to get
> the printer driver automatically loaded when AtariWriter Plus boots up?
> I really don't like having to go through the three step selection menu.
Only comment I can make is that you only go thru it once (until you turn the
computer off.) It really is only two additional key entries. However, you
should not have to reboot each time you Save to disk vs send to printer. I

am not too clear as to what you are trying to do.

> I would be interested in communicating with others about their feelings
> of the conversion from AtariWriter to Plus.
>
I have been using Atariwriter + since it first came out. My copy came in the plain white "generic" envelope. I do not know if there are any software differences between it and the later boxed up version. I have found a major flaw in Atariwriter +, however.

Namely when you have too many characters on a page, it cannot correctly format the page either for print or preview. The last lines clobber something and either appear at the top or the entire text gets scrambled, depending on how much you are trying to put onto a page. When I run into this is trying to do a full page table with 132 columns. I can only have this table fill about 2/3's of the page before it clobbers something. Is there a known fix or has Atari already fixed it and can I get an updated disk? (Neil Harris, are you listening?)

There is also a minor inconvenience. If you use the old Atari Maillist program for address labels, etc. you must use Atariwriter not Atariwriter + as Maillist cannot correctly interpret the "hidden" format commands that AW + adds to your files. However, having Atariwriter and AW+ allows me to have the best of both programs and with AW you can remove these commands. AW is handy for playing around with various files that you cannot normally access with DOS. You can literally go into a m/l file with AW and make changes, etc. to plain english text within the file. AW also allows for other funny things and will copy any type of file as easily as DOS command C does. On the other hand using <control> c at the beginning of a file and adjusting your viewing "window from 38 columns to 80, 132, etc. is real handy (with AW +). No more doing tables with line wrap and having to constantly use <Option> P to see what it looks like. Also, the ability to index both drive 1 and drive 2 is a plus. (Whatever happened to drives 3 and 4? The 130XE box shows a AW+ menu that accesses four drives. While I do not normally use 3 drives, it does come in handy sometimes. Four drives never, however. It must have been changed somewhere along the line by the sw engr.!)

Other pluses: with a 130XE or modified 800XL/1200XL you can really build large text files. No more chaining muliple files! Or at a minimum, chain once or twice. Word/spell checker a plus, altho it sure would be nice to have words checked for context as well as spelling.   All in all, AW + gives LetterPerfect, Batteries Included and the other Atari style wordproccessors a run for the money.

Fraid I used my nickel.... --Bill--

From 7509081880683725968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6d908bd6a593560c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-07 23:51:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ltuxa!we53!wucs!wucec2!
sjs4310
From: sjs4310@wucec2.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Reset (actually drool)
Message-ID: <1627@wucec2.UUCP>
Date: Thu, 8-May-86 02:51:31 EDT
Article-I.D.: wucec2.1627
Posted: Thu May 8 02:51:31 1986
Date-Received: Sat, 10-May-86 07:04:56 EDT
References: <8605021919.AA02392@ucbvax.berkeley.edu> <245@atari.UUcp>
Reply-To: sjs4310@wucec2.UUCP (Steven Jeffrey Sittser)
Organization: Washington U. in St. Louis
Lines: 10

>   . . . . Also, Atari
>computers are not droolproof. :-)
>--
>
>Landon Dyer

The 400 was. I've always rather liked the 400 (of course, I never had to
type on one for any great length of time).

                              -SJS

From -7216933989657665495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,abae493c1a331f7,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-08 10:24:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!lll-crg!lll-lcc!ucdavis!ucbvax!
MITRE.ARPA!lazear
From: lazear@MITRE.ARPA (Walt Lazear)
Newsgroups: net.micro.atari8
Subject: Micro Illustrator file formats
Message-ID: <8605081724.AA01679@mitre.ARPA>
Date: Thu, 8-May-86 13:24:25 EDT
Article-I.D.: mitre.8605081724.AA01679
Posted: Thu May 8 13:24:25 1986
Date-Received: Sun, 11-May-86 04:51:13 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 16

My Dad bought Micro Illustrator for his Radio Shack PC clone, but later
found out the only printer they support are $1600 ink jet ones! This seemed
patently ridiculous to me, since the print image is stored on a file and
the format of the file is known to some oftware. Why couldn't it be
interpreted by a program and sent to a dot matrix printer. After all,

on a monochrome screen, it' only pixels.

Can anyone tell me the format of the print file? I am assuming that Micro Illutrator files are compatible across systems (and that the same is true of their print file). On the other hand, maybe the data file itself should be the one decoded. Anyone know THAT format? That one should be even more compatible across systems, and I know there are programs that can manipulate THOSE files. Thanks in advance.

     Walt (Lazear at Mitre.arpa)

From -8572306781454839548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c415564847cb3eca,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-08 10:43:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.1) based on 4.3bsd-beta 6/6/85; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Atariwriter + Continued
Message-ID: <657@tekigm2.UUCP>
Date: Thu, 8-May-86 13:43:36 EDT
Article-I.D.: tekigm2.657
Posted: Thu May 8 13:43:36 1986
Date-Received: Sun, 11-May-86 15:40:15 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 10

When I posted my previous discussion of AW+ vs AW, I forgot one IMPORTANT DIFFERENCE! That is the type-over mode that has been added. AW only had the insert mode, but with AW+ you now have the option of doing type-over, a al most other word processors. In fact, I now believe that AW+ is much superior to the UNIX vi editor that I am forced to use on my Tek terminal into our Gould UNIX like system at work. With the exception of the one page memory problem that I stated previously, AW+ is ideal for any form of wordprocessing, etc.

                    --Bill--

From 5288208161377628155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ed10bd1c6bc4d19,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-08 11:28:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!sri-spam!nike!styx!lll-crg!lll-lcc!ucdavis!ucbvax!RITVAXA.BITNET!RSG0910

From: RSG0910@RITVAXA.BITNET
Newsgroups: net.micro.atari8
Subject: reply to user complaining about Happy rev. 7.0
Message-ID: <8605081626.AA19463@ucbvax.Berkeley.EDU>
Date: Thu, 8-May-86 14:28:51 EDT
Article-I.D.: ucbvax.8605081626.AA19463
Posted: Thu May 8 14:28:51 1986
Date-Received: Sun, 11-May-86 03:55:33 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

To the person talking about Happy revision 7 -

A friend of mine on my BBS has been waiting for the Happy rev. 7 for about a year now...some even longer. How come they keep saying "It'll be released soon" but at that date and afterwards, nothing is heard? They make a lotta promises these days!

Robert Goodwin - RSG0910@RITVAXC

From 8710290681631557396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,24a84c4ddc96721f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-08 19:05:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!lll-crg!lll-lcc!ucdavis!ucbvax!
RITVAXA.BITNET!RSG0910
From: RSG0910@RITVAXA.BITNET
Newsgroups: net.micro.atari8
Subject: multiline Atari BBS possible or not?
Message-ID: <8605082139.AA25423@ucbvax.Berkeley.EDU>
Date: Thu, 8-May-86 22:05:44 EDT
Article-I.D.: ucbvax.8605082139.AA25423
Posted: Thu May 8 22:05:44 1986
Date-Received: Sun, 11-May-86 04:47:03 EDT
Sender: jason@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

A friend has brought up an interesting question awhile ago and I thought about sending this to see if it was possible. His question:

"Is it possible for the Atari computer to have a multiple-line BBS with 2 or more Ataris connected to each other and would it be possible to have those users chat with each other? With a multiplexor, I'm sure it would be possible"

Well, what do you think?

Robert Goodwin - RSG0910@RITVAXC

From 6197640045258062081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,eccd60994d58d33b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-09 08:01:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ua.BITNET!SWHITE
From: SWHITE@ua.BITNET (Craig White)
Newsgroups: net.micro.atari8
Subject: Avatek 1200 bps modem
Message-ID: <8605101632.AA23416@ucbvax.Berkeley.EDU>
Date: Fri, 9-May-86 11:01:00 EDT
Article-I.D.: ucbvax.8605101632.AA23416
Posted: Fri May 9 11:01:00 1986
Date-Received: Tue, 13-May-86 00:34:40 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 26

Greetings,

Thumbing through the may issue of BYTE, I noticed an ad for the ever popular Avatex modem for $99.00. I remember seeing a note about a place that had them but the supply was limited. If anyone tried to get one but couldn't here is another tree to bark up.

The ad appears on page 76. It was from:

The Wholesale Outlet
DEPT. BY,
1 Interstate Avenue
Albany, NY 12205

for orders: 1-800-334-4387

I am in no way connected to this people, have no idea about them, could careless, etc, etc.

-craig

From -6712566184696644700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9ecf8a79e36011fa

X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-09 11:49:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!bellcore!
ulysses!mhuxr!mhuxn!ihnp4!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari8
Subject: Re: Omniterm
Message-ID: <828@mtuxn.UUCP>
Date: Fri, 9-May-86 14:49:51 EDT
Article-I.D.: mtuxn.828
Posted: Fri May 9 14:49:51 1986
Date-Received: Tue, 13-May-86 05:58:55 EDT
References: <860429-142334-1297@Xerox>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Organization: AT&T Information Systems, Holmdel NJ
Lines: 29

In article <860429-142334-1297@Xerox> Desaulniers.PA@XEROX.COM writes:
>I recently purchased OmniView256KXL and installed it in my 800XL along
>...
>That condition is that you must have an RS232 handler to append to it to
>make it work with an interface. (mine is an 850). Herein lies my
>...
>interface (ie the 850). The file was 2 sectors long. Well I appended
>it to the Omniterm program as instructed but when it finished reading in
>...
>Can anyone, particularly C. David Young, tell me what I am doing wrong,
>what the program really needs, and/or where I can find an RS232 Handler
>to make Omniterm work.
[]
You probably appended them backwards! You must make sure the RS232 loader
executes FIRST, then your program. Also, you may have to run it as AUTORUN.SYS
to prevent DUP clobbering it...

Try the following:
1) copy RS232.xxx to AUTORUN.SYS
2) copy TERM.xxx to AUTORUN.SYS/A

then re-boot....the AUTORUN.SYS will execute after DOS loads, first loading
the RS232 handler, then executing the terminal program.

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!houxm!mtuxo!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130

From -8015608188427376 89
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,ff3195c06d94e7c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-09 23:41:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!pyramid!
pesnta!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP
Newsgroups: net.micro.atari8
Subject: Re: (none)
Message-ID: <664@tekigm2.UUCP>
Date: Sat, 10-May-86 02:41:35 EDT
Article-I.D.: tekigm2.664
Posted: Sat May 10 02:41:35 1986
Date-Received: Wed, 14-May-86 06:02:41 EDT
References: <8605061009.AA09540@ucbvax.berkeley.edu>
Organization: Tektronix, Inc., Beaverton, OR
Lines: 52

In article <8605061009.AA09540@ucbvax.berkeley.edu>, F1.GDM@ISUMVS.BITNET ("GENE
MERRITT") writes:
> Hello,
> I am a new name on the list and I would
> like to get some assistance with a
> problem that I am having.
>
> I have been trying to get my new
> ATARIWRITER + to work on my ATARI 800
> with my Gemini 10X printer and a
> MPP1150 interface. I created my own
> custom driver, like the directions
> said, but the Gemini prints without
> margins (like this...)
>
> I type: 111111111
>   222222222
>   333333333
>   444444444
>
> I get: 111111111   2222
> 222222   333333333
>   444444444
>
> (what is nice and square on my screen
> is all messed up on the printer.
> It also ignores the margins and prints
> "wraparound" style in 80 columns.
>
> I cannot get it to print in superscript
> or subscript modes, even when I enter
> the codes manually in AW.
> (I could also not get this to work in
> Original AW.
>

> Could someone please help me with my
> problem?
>
> Thank you! (F1.GDM @ ISUMVS)

First of all, my understanding is that the Gemini printers will use the Epson FX80 printer driver, so that you do not have to create your own. Secondly, are you inserting a c/r after these lines? Normal text does not require a c/r until you are at the end of a paragraph. However, numbers, as in your example would require c/r's as would any type of non paragraphed tabular data. The only other thing that I can think of is -- are you using the correct side of the AW+ disk? Even tho your 800 may have extended memory, it is not the same as a 130XE and you cannot normally use the 130XE side of the disk. I use AW+ all of the time now, with a Legend 1380 printer and a 130XE and have not experienced the problems you noted. Have found some others as one of my previous messages indicated, but not your problem.

--Bill--

PS: try using the Epson FX80 p/d and see what it does.

From -1760317967458378375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,13c29bb2890ecc26,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-10 09:27:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!RITVAXA.BITNET!HDB0242
From: HDB0242@RITVAXA.BITNET
Newsgroups: net.micro.atari8
Subject: XL RAM upgrade
Message-ID: <8605101627.AA23307@ucbvax.Berkeley.EDU>
Date: Sat, 10-May-86 12:27:52 EDT
Article-I.D.: ucbvax.8605101627.AA23307
Posted: Sat May 10 12:27:52 1986
Date-Received: Tue, 13-May-86 00:34:13 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Has anyone performed the 'operation' of adding 256K to their XL as described in the Sept. 85 issue of Byte? I was thinking of upgrading my 1200XL so as to be able to use AtariWriter + and programs like that. I would also write a handler to use it as a ramdisk (ie: SAVE "X:filename" or SAVE "D0:filename).

If anyone has any experience with the upgrade, then please drop me a line. Either via this net or via bitnet (HDB0242@RITVAXC).

Thanks!

Nick

From 4516822915286515286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9c9a77040844fc50,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-10 14:50:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!ittatc!dcdwest!
sdcsvax!sdcrdcf!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Synapse SynCalc(R) Loading on 130XE
Message-ID: <666@tekigm2.UUCP>
Date: Sat, 10-May-86 17:50:16 EDT
Article-I.D.: tekigm2.666
Posted: Sat May 10 17:50:16 1986
Date-Received: Wed, 14-May-86 19:09:04 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 51

Previously I have been trying to find out how to get SynCalc for the 130XE to load on a 130XE/1050 combo. Had also made commens about Synapse not answering my letter. Well today I was pleasantly surprised! Received a package in the mail from a "Software-Direct" with a PO Box in San Rafael CA. Did not remember sending for anything so opened it with curiosity and a little trepidation. What to my surprise but a new disk copy of SynCalc(R) with the following letter:

"Broderbund Software

May 7, 1986

William Dippert
.....
Portland, OR ....

Dear Mr. Dippert

Thank you for your interest in Synapse. We had a problem with the early release of SynCalc for the 130XE. Our copy protection scheme was extreemly sensitive to certain drives. We have since changed the protection routine and have not experienced any problems.

I have enclosed a replacement disk. I have made sure that the disk in not defective, so, should you continue to experience difficulties loading the program contact me.

Again, thank you for your interest in Synapse. If you have any questions please contact our Technical Support Department.

Sincerely,

Tammy Chance

Tech. Support"

May I express publicly via the net, my apologies for anything previously said against Synapse. They certainly do seem to be interested in supporting us, the Atari User, even though their software prices have gone done to the point of probably significantly decreasing their profit margins. Tammy's letter (even with its spelling errors) was a definite upnote and proves that anyone can make a mistake, but its how you rectify the mistake.

Again, I appreciate the support from Synapse and if you have been having similar problems, please contact Tammy.

--Bill--

==========

ATARI AND SYNAPSE -- POWER WITHOUT THE PRICE!!

==========

From 7443748198826762521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ba9e8967abd408dc,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-10 20:36:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: multiple copies of messages...
Message-ID: <8605110336.AA03757@mitre-bedford.ARPA>
Date: Sat, 10-May-86 23:36:35 EDT
Article-I.D.: mitre-be.8605110336.AA03757
Posted: Sat May 10 23:36:35 1986
Date-Received: Tue, 13-May-86 00:43:23 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 7

Why do we keep getting copies of the same message?
Why do we keep getting copies of the same message?
Why do we keep getting copies of the same message?

-John Sangster/jhs@mitre-bedford.arpa
-John Sangster/jhs@mitre-bedford.arpa
-John Sangster/jhs@mitre-bedford.arpa

From -8377709800379427505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9c9a77040844fc50
X-Google-Attributes: gid15c82e,public

X-Google-ArrivalTime: 1986-05-11 13:45:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!seismo!vrdxhq!verdix!ogcvax!omssw2!reed!
tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: Synapse SynCalc(R) Loading on 130XE
Message-ID: <668@tekigm2.UUCP>
Date: Sun, 11-May-86 16:45:45 EDT
Article-I.D.: tekigm2.668
Posted: Sun May 11 16:45:45 1986
Date-Received: Thu, 15-May-86 06:21:12 EDT
References: <666@tekigm2.UUCP>
Organization: Tektronix, Inc., Beaverton, OR
Lines: 7

Forgot the most important thing: the new version of SynCalc loads beautifully.
Spent some time just loading, and reloading it, just to check it out. Works
fine--noises made while loading definitely sound different from the original
version. Since I am not sure what significance these noises are, I do not know
what the frequency changes means.

--Bill--

From 3342653639727371329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,82929bfcd899876,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-12 13:32:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!XEROX.COM!"trm:rochx2:xerox.ns"
From: "trm:rochx2:xerox.ns"@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Atari Ramdisk Boards
Message-ID: <860512-133322-3295@Xerox>
Date: Mon, 12-May-86 16:32:53 EDT
Article-I.D.: Xerox.860512-133322-3295
Posted: Mon May 12 16:32:53 1986
Date-Received: Wed, 14-May-86 12:37:16 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: "trm:rochx2:xerox.ns"@Xerox.COM
Organization: The ARPA Internet
Lines: 9

Does anyone know anything about the new Ramdisk boards for the
800 that are being advertised in Analog magazine. Two outfits are
selling them, Eclipse in Sunnyvale Ca. and Magna Systems in NYC.
Same boards? Any infor or experiences would be appreciated. I
have OMNIVIEW installed that has Axlon handlers built in.
Supposedly these boards are Axlon compatible. If David Young is
listening, maybe he can comment on the compatibility.

Tom Moenter

From -799691962869160291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,eb44e21d49776bcf
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-12 13:52:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!think!mit-eddie!genrad!decvax!decuac!c3pe!
charles
From: charles@c3pe.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Trans for Atari8
Message-ID: <105@c3pe.UUCP>
Date: Mon, 12-May-86 16:52:39 EDT
Article-I.D.: c3pe.105
Posted: Mon May 12 16:52:39 1986
Date-Received: Wed, 14-May-86 19:30:49 EDT
References: <19223113@HIS-PHOEN>
Lines: 33
Summary: An (update, addition) to the Black Patch standing

In article <19223113@HIS-PHOEN>, DPickett@HIS-PHOEN writes:
> Subject: Blackpatch Dying?
>
>   I was wondering if I am a chump. I sent Blackpatch Systems in
> Maryland ... but they said that Indus was backordered and there would
> be a delay. I called yesterday, and their 800 number was disconnected.
> I called over and over today, but their 301 area code number was busy.
>
> David Pickett

I was just wondering the same thing a few weeks ago. My current status is:

1) The 800 number has been restored (apparently; it's always been busy for me)
around 1 May, as the fellow I spoke with on the Maryland number told me it
would be, so I can't fault them there. (He blamed M_ B___ (excuse me, ATT))

2) After many busy failures, I was able to reach the 301 number a second
time by calling around 8:30, although the (apparently same) fellow says his
order computer's not up till 10:30.

3) Both times I've called, I was told that the P:R Connection has been back-
ordered for months, which is why my written order (complete with cashier's
check) is held up, since I didn't enclose instructions to the contrary.
While I haven't checked other companies' availability for this item, I find
the claim not surprising, especially since several companies were thoroughly
out of XM301's from Atari before I gave up on that quest.

I've just sent a letter requesting they send whatever's in stock, and refund
the difference to me. I shall keep the net posted, and offer to summarize

other's experiences as mailed to me.

#include <new_net_member/disclaimer.h>
     -Charles Green   ...!decuac!c3pe!{,c3acs!}charles

From -3202349184530098229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4e0ee2fdf24d9c05,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-12 17:43:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!PORTLAND.BITNET!XC60017
From: XC60017@PORTLAND.BITNET (Stephen Houser <XC60017%PORTLAND.BITNET@WISCVM.
Newsgroups: net.micro.atari8
Subject: An 80 Collum Terminal Program (Public domain preferred)
Message-ID: <8605130109.AA12253@ucbvax.Berkeley.EDU>
Date: Mon, 12-May-86 20:43:38 EDT
Article-I.D.: ucbvax.8605130109.AA12253
Posted: Mon May 12 20:43:38 1986
Date-Received: Wed, 14-May-86 12:57:57 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 20

Hi,
    Just recently I started receiving these "Mail" files I subscribed to
the info-atari expecting only 3 or four people interested and here i see
a lot more than that ...geeze even a dude right from ATARI (Neil I beleive)
and I just want to say something ..." This is great!!! "

    Well now to the heart of the question ,... does anybody out there
know of or have an 80 collum terminal program that can be used on the
800 (real old one) that is either public domain or real cheap ?
I got a Kermit Program from a Kermit server here on BITnet its in action
but for some reason my (stupid) 830 modem wont talk to the program wich
supposedly uses a (smart) Hayes modem, other than that i tried an 80
collum program from an old "Compute" magazine but that program and the
850 handler are not compatible ive spent hours trying to rewrite them
to work together but to no avail .....
                        if you can help I appreciate it,
                    Ill be waiting (hacking at the other term progs)
                              thanx ,
                              Stephen Houser
                          (xc60017@portland.bitnet)

From 1391986437636068994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,82929bfcd899876
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-13 04:25:26 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!USC-ISID.ARPA!
DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: Atari Ramdisk Boards
Message-ID: <8605131144.AA21926@ucbvax.Berkeley.EDU>
Date: Tue, 13-May-86 07:25:26 EDT
Article-I.D.: ucbvax.8605131144.AA21926
Posted: Tue May 13 07:25:26 1986
Date-Received: Wed, 14-May-86 22:46:46 EDT
References: <860512-133322-3295@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

Although I have not yet used the Ramdisk boards by Magna Systems in NYC,
I am a personal friend of Tony Dobre, who makes the boards, and have spoken
to him several times about their capabilities. They are 100% AXLON
compatible and range in capacity from 256K, 512K, and 1MB. Although the
board is the same in each case, it must be configured at the factory for
a nominal fee if an upgrade is desired.

The ramdisk handlers in OMNIMON and OMNIVIEW should support up to 256K.
They will have to be modified to support the larger capacities fully. I
will probably do this when I get a hold of a board.

David Young

From 3498004164301428914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,54da740ec86e107,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-13 09:25:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!topaz!ll-xn!mit-amt!mit-eddie!genrad!
decvax!decwrl!pyramid!hplabs!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP.UUCP
Newsgroups: net.micro.atari8
Subject: messages coming out of the Time Warp
Message-ID: <8605131625.AA10970@mitre-bedford.ARPA>
Date: Tue, 13-May-86 12:25:52 EDT
Article-I.D.: mitre-be.8605131625.AA10970
Posted: Tue May 13 12:25:52 1986
Date-Received: Thu, 15-May-86 07:46:12 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 5

Hey! I send enough junk messages to the net without month-old messages being
repeated! What is going on here?

-John Sangster
jhs@mitre-bedford.arpa

From -3303611209587614569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,bda642d995f76855,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-13 09:32:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!ucbvax!
disunix.UUCP!jhs
From: jhs@disunix.UUCP.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Avantek 1200 Modem
Message-ID: <8605131632.AA11317@mitre-bedford.ARPA>
Date: Tue, 13-May-86 12:32:46 EDT
Article-I.D.: mitre-be.8605131632.AA11317
Posted: Tue May 13 12:32:46 1986
Date-Received: Fri, 16-May-86 02:25:09 EDT
References: <314@vu-vlsi>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

The modem I bought was by Avatex, not Avantek. It sells for under $100.
I paid $80, and others can possibly get that price or better in a group
purchase. Call Rick Pommet at Nelson Communications, (617) 738-6000 to
strike up a deal. (He is a died-in-the-wool Atari freak, so he is sympathetic
rather than greedy!)

-John S,
jhs@mitre-bedford.arpa.usual.disclaimer

From 678300457821130989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,639fdbcc3d05564d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-14 14:06:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!XEROX.COM!BHolland.ElSegundo
From: BHolland.ElSegundo@XEROX.COM
Newsgroups: net.micro.atari8
Subject: hardware hacks for the ATARI 130XE and 1050 drive
Message-ID: <860515-125701-6240@Xerox>
Date: Wed, 14-May-86 17:06:09 EDT
Article-I.D.: Xerox.860515-125701-6240
Posted: Wed May 14 17:06:09 1986
Date-Received: Sat, 17-May-86 04:43:19 EDT
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 7

what are the hacks for the hardware. also what about a software hack to
speed up the disk drives, does any one a 3.5 inch drive maybe a xtal
change to speed up the processor,built in clock,also doe anyone have a
list of the files on compuserve.and last but not least what advantage is
there to having more than 128k memory?.Thanks alot

Bill Holland

From 1645947912767955460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,176a33968e6120de
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-15 00:23:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!rocksanne!sunybcs!kitty!baylor!
peter
From: peter@baylor.UUCP (Peter da Silva)
Newsgroups: net.micro.atari8
Subject: Re: Help!
Message-ID: <657@baylor.UUCP>
Date: Thu, 15-May-86 03:23:36 EDT
Article-I.D.: baylor.657
Posted: Thu May 15 03:23:36 1986
Date-Received: Sun, 18-May-86 12:29:12 EDT
References: <642@tekig4.UUCP>
Organization: The Power Elite, Houston, TX
Lines: 13

> Does anyone out there have a public domain program that supports
> Kermit protocol with an rmodem interface.

I'm not sure what you mean by an "rmodem" interface, but "Chameleon"
supports Kermit. It's not public domain, but it only costs about $20
and is the best terminal program for the ATARI 8-bit computers I've
ever seen.

Question: anybody else out there doing 'C' on the 8-bit Ataris? Anybody
already ported Software Tools to the machine?
--
-- Peter da Silva
-- UUCP: ...!shell!{baylor,graffiti}!peter; MCI: PDASILVA; CIS: 70216,1076

From -8178089695318249391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,94b07928b0cda5a2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-15 13:30:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ritvaxc.BITNET!jtl3767
From: jtl3767@ritvaxc.BITNET (John Lytle)
Newsgroups: net.micro.atari8
Subject: keypad problem, pls reply
Message-ID: <8605152029.AA14393@ucbvax.Berkeley.EDU>
Date: Thu, 15-May-86 16:30:25 EDT
Article-I.D.: ucbvax.8605152029.AA14393
Posted: Thu May 15 16:30:25 1986
Date-Received: Sat, 17-May-86 04:43:33 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Instittute of Technology, Rochester, NY
Lines: 7

Hello,
        I would like to know is there anymodem program for either 16
and 8 bits that support keypad full screen mode?? I need it so bady and
I can't find anywhere, I have ST-Term, STerminal and Chat but it don't
work with Keypad. Please respond and help me...
                                    John Lytle
                                    Rochester, New York

From -531296289442986945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a150eb8e3f45ebb9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-16 07:06:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.1) based on 4.3bsd-beta 6/6/85;
site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!
tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Technical Question on 800XL
Message-ID: <679@tekigm2.UUCP>
Date: Fri, 16-May-86 10:06:42 EDT
Article-I.D.: tekigm2.679
Posted: Fri May 16 10:06:42 1986
Date-Received: Mon, 19-May-86 04:53:31 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 29

Does anyone have access to a copy of the electrical schematics to the
800XL and who can tell me the function of resistor R32? There is a
conflict between several of the various 256K upgrades as to whether
you add a wire to this resistor or you add a wire after removing the
resistor. I have now installed the Newell 256K upgrade in my 800XLE
(my nomenclature) and in doing so, I removed the resistor per Newell.
However, the instructions for the similar RAMBO XL kit showed leaving
this resistor and merely adding a wire to it. Does anyone know why?
I have noticed that on some menus that I have the solid background has

verical strips of different shades showing, but this may be due to something else entirely. If this resisitor has nothing to do with picture quality, then I will leave it off as I don't see any evidence that it does anything else.

Surely there are a group of persons out there who have converted 800XL's to 800XLE's? Can we get a discussion going on how you did the conversion and how well it went? My total time was about 1 1/2 hours, the most time spent was modifying the plastic housing to allow the wires to go thru the mounting hole and down underneath the board. Of course, I cheated and used color coded wires so I did not have to keep tracing down wires with an ohmmeter when wiring the leads to the PIA chip socket. I also had some good suggestions ahead of time from David Young.

--Bill--

==========
Tektronix does not care that I like Atari's and I have no commercial interest in CDY or any other Atari shop or whatever. Just a hardwarehacker.
==========

From 156214602643151201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4e0ee2fdf24d9c05
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-16 19:50:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari8
Subject: A vt52 (enhanced) emulator for the 800
Message-ID: <1668@utai.UUCP>
Date: Fri, 16-May-86 22:50:22 EDT
Article-I.D.: utai.1668
Posted: Fri May 16 22:50:22 1986
Date-Received: Fri, 16-May-86 23:30:41 EDT
References: <8605130109.AA12253@ucbvax.Berkeley.EDU>
Reply-To: jenkin@utai.UUCP (Michael Jenkin)
Organization: CSRI, University of Toronto
Lines: 565
Summary:

The following is a very primitive vt52 emulator for the 800. This actually is a vt52 with insert/delete line added, with auto-wrap, and tabs.
It is written in Action! with lower case enabled.

To use this, you will need an rs232 device (I have only tested this at 300 buad using an 850 interface and 830 modem, but it seems to work well).
The rs232 parameters are hard coded, so you will probably have to change the values of baud, parity, etc. Consult your 850 or R-verter manual.

The values that may require change are the following..

```
   speed = [1],
   wsize = [0],
   sbits = [0],
   lf = [0],
   iparity = [0],
   oparity = [0]
```

This works by defining an output device A: which works in graphics mode 8, which writes characters in 4 bits. I have used this emulator with vi, rogue, jove, etc., under UNIX using the vt52 termcap entry, and also (with some slight modification to allow generation of ENTER, pf, and cursor keys) under CMS. If anyone wants this version, I can mail the diff's.

The following characters are defined in addition to those found on the keyboard.

```
ctrl clear - {
ctrl insert - }
ctrl delete - ~
```

----------cut here----------

```
;*********************************
;*                               *
;* VT52A.ACT - a VT52+ emulator  *
;* written in ACTION(tm) by      *
;*                               *
;*     Michael R. M. Jenkin      *
;*     University of Toronto     *
;*     ...!utcsri!utai!jenkin    *
;*     copyright(c) 1985         *
;*                               *
;* released into the public      *
;* domain May, 1986. No part of  *
;* this program may be           *
;* redistributed for profit      *
;* without permission of the     *
;* author.                       *
;*                               *
;*********************************

MODULE
;A: handler, by Michael Jenkin

DEFINE LDY  = "$A0",
       RTS  = "$60",
       JMP  = "$4C"

BYTE lmargin = $52, rmargin = $53,
     rowcrs  = $54, oldrow  = $5A,
     colcrs  = $55,
```

```
     oldchr  = $5D, inesc, need,
     needx, inv
CARD savmsc  = $58,
     oldcol  = $5B

PROC Achr(BYTE cx, cy, cc)
   BYTE POINTER base, offset
   BYTE i, char, c
   BYTE ARRAY chset = [
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 0 0 0 0 0 0 0
      0 6 6 6 6 0 6 0
      0 10 10 10 0 0 0 0
      10 14 10 14 10 0 0 0
      4 14 8 14 2 14 4 0
      0 10 2 6 12 8 10 0
      0 14 2 6 6 2 14 0
      0 6 6 6 0 0 0 0
      0 6 12 8 8 12 6 0
      0 12 6 2 2 6 12 0
      0 10 4 14 4 10 0 0
      0 4 4 14 4 4 0 0
```

0 0 0 0 0 6 6 12
0 0 0 14 0 0 0 0
0 0 0 0 0 6 6 0
0 2 2 4 4 8 8 0
0 14 10 10 10 10 14 0
0 4 12 4 4 4 14 0
0 14 2 2 14 8 14 0
0 14 2 14 2 2 14 0
0 10 10 10 14 2 2 0
0 14 8 14 2 2 14 0
0 14 8 14 10 10 14 0
0 14 2 6 4 4 4 0
0 14 10 14 10 10 14 0
0 14 10 14 2 2 2 0
0 0 6 6 0 6 6 0
0 0 6 6 0 6 6 12
0 2 6 12 12 6 2 0
0 0 14 0 0 14 0 0
0 8 12 6 6 12 8 0
0 4 10 2 4 0 4 0
14 10 10 14 8 8 14 0
0 4 14 10 10 14 10 0
0 12 10 12 10 10 12 0
0 14 10 8 8 10 14 0
0 12 10 10 10 10 12 0
0 14 8 12 8 8 14 0
0 14 8 12 8 8 8 0
0 14 8 8 10 10 14 0
0 10 10 14 10 10 10 0
0 14 4 4 4 4 14 0
0 2 2 2 2 10 14 0
0 10 10 12 12 10 10 0
0 8 8 8 8 8 14 0
0 10 14 14 10 10 10 0
0 12 10 10 10 10 10 0
0 14 10 10 10 10 14 0
0 14 10 14 8 8 8 0
0 14 10 10 10 10 14 2
0 14 10 14 12 10 10 0
0 14 8 14 2 2 14 0
128 14 4 4 4 4 4 0
0 10 10 10 10 10 14 0
0 10 10 10 10 10 4 0
0 10 10 10 14 14 10 0
0 10 10 4 4 10 10 0
0 10 10 4 4 4 4 0
0 14 2 4 4 8 14 0
0 14 8 8 8 8 14 0
0 8 8 4 4 2 2 0
0 14 2 2 2 2 14 0
0 4 4 10 0 0 0 0
0 0 0 0 0 0 15 0
0 4 6 2 0 0 0 0

```
   0 0 14 2 14 10 14 0
   0 8 8 14 10 10 14 0
   0 0 0 14 8 8 14 0
   0 2 2 14 10 10 14 0
   0 0 14 10 14 8 14 0
   0 0 14 8 12 8 8 0
   0 0 14 10 10 14 2 14
   0 8 8 14 10 10 10 0
   0 6 0 6 6 6 6 0
   0 6 0 6 6 6 6 12
   0 8 8 10 14 10 10 0
   0 12 4 4 4 4 14 0
   0 0 10 14 14 10 10 0
   0 0 12 10 10 10 10 0
   0 0 14 10 10 10 14 0
   0 0 14 10 10 14 8 8
   0 0 14 10 10 14 2 2
   0 0 14 10 8 8 8 0
   0 0 14 8 14 2 14 0
   0 4 14 4 4 4 4 0
   0 0 10 10 10 10 14 0
   0 0 10 10 10 10 4 0
   0 0 10 10 14 14 10 0
   0 0 10 14 4 14 10 0
   0 0 10 10 10 14 2 14
   0 0 14 2 4 8 14 0
   2 4 4 8 4 4 2 0
   6 6 6 0 0 6 6 6
   8 4 4 2 4 4 8 0
   0 10 5 0 0 0 0 0
   0 0 0 0 0 0 0 0
]
;strip high bit (inverse video)
cc ==& $7F
;display character
base = (cx RSH 1) + cy * 320 + savmsc
offset = cc
offset = offset LSH 3
offset ==+ chset
FOR i = 0 TO 7
DO
   c = offset^
   IF inv = 1 THEN
      c = c XOR $FF ; c = NOT c
   FI
   char = base^
   IF (cx & 1) THEN
      c ==& $0F
      char ==& $F0
   ELSE
      c = c LSH 4
      char ==& $0F
   FI
```

```
      base^ = char % c
      base ==+ 40
      offset ==+1
  OD
RETURN

PROC Acurse(BYTE cx, cy); invert char
   BYTE POINTER base
   BYTE i, char
   base = (cx RSH 1) + 320 * cy + savmsc
   FOR i = 0 TO 7
   DO
      char = base^
      IF (cx & 1) THEN
         char = char XOR $0F
      ELSE
         char = char XOR $F0
      FI
      base^ = char
      base ==+ 40
   OD
RETURN

PROC Ascroll() ; update cursor
   IF colcrs > rmargin THEN
      colcrs = lmargin
      rowcrs ==+ 1
   FI
   IF rowcrs > 23 THEN
      MoveBlock(savmsc,savmsc+320,320*23)
      Zero(savmsc+23*320,320)
      rowcrs = 23
   FI
   Acurse(colcrs,rowcrs)
RETURN

PROC Aesc(BYTE char) ; escape sequence
   BYTE ch
   BYTE POINTER addr
   CARD i
   IF need = 2 THEN ; 1st ESC Y
      needx = char - $20
      need ==- 1
   ELSEIF need = 1 THEN ; 2nd ESC Y
      char ==- $20
      IF (needx <= 23) AND (char <= rmargin) THEN
         Acurse(colcrs,rowcrs)
         colcrs = char
         rowcrs = needx
         Acurse(colcrs,rowcrs)
      FI
      need = 0
   ELSEIF char = 'A THEN ; cursor up
```

```
   IF rowcrs > 0 THEN
      Acurse(colcrs,rowcrs)
      rowcrs ==- 1
      Acurse(colcrs,rowcrs)
   FI
ELSEIF char = 'B THEN ; cursor down
   IF rowcrs < 23 THEN
      Acurse(colcrs,rowcrs)
      rowcrs ==+ 1
      Acurse(colcrs,rowcrs)
   FI
ELSEIF char = 'C THEN ; cursor right
   IF colcrs < rmargin THEN
      Acurse(colcrs,rowcrs)
      colcrs ==+ 1
      Acurse(colcrs,rowcrs)
   FI
ELSEIF char = 'D THEN ; cursor left
   IF colcrs > 0 THEN
      Acurse(colcrs,rowcrs)
      colcrs ==- 1
      Acurse(colcrs,rowcrs)
   FI
ELSEIF char = 'F THEN ; inverse on
   inv = 1
ELSEIF char = 'G THEN ; inverse off
   inv = 0
ELSEIF char = 'H THEN ; home
   Acurse(colcrs,rowcrs)
   colcrs = 0
   rowcrs = 0
   Acurse(colcrs,rowcrs)
ELSEIF char = 'I THEN ; reverse lf
   Acurse(colcrs,rowcrs)
   IF rowcrs > 0 THEN
      rowcrs ==- 1
      Acurse(colcrs,rowcrs)
   ELSE
      FOR i = 0 TO 22 DO
         addr = savmsc+320*(23-i)
         MoveBlock(addr,addr-320,320)
      OD
      Zero(savmsc,320)
      Acurse(colcrs,rowcrs)
   FI
ELSEIF char = 'J THEN ; erase to EOS
   FOR ch = colcrs TO 79
   DO
      Achr(ch,rowcrs,' )
   OD
   IF rowcrs < 23 THEN
      Zero(savmsc+320*(rowcrs+1),320*(23-rowcrs))
   FI
```

```
      Acurse(colcrs,rowcrs)
   ELSEIF char = 'K THEN ; erase to EOL
      FOR ch = colcrs TO 79
      DO
         Achr(ch,rowcrs,' )
      OD
      Acurse(colcrs,rowcrs)
   ELSEIF char = 'L THEN ; insert line
      Acurse(colcrs,rowcrs)
      FOR i = rowcrs TO 22 DO
         addr = savmsc+320*(23-i+rowcrs)
         MoveBlock(addr,addr-320,320)
      OD
      Zero(savmsc+320*rowcrs,320)
      colcrs = 0
      Acurse(colcrs,rowcrs)
   ELSEIF char = 'M THEN ; delete line
      IF rowcrs < 23 THEN
         MoveBlock(savmsc+320*rowcrs,savmsc+320*(rowcrs+1),320*(23-rowcrs))
      FI
      Zero(savmsc+320*22,320)
      colcrs = 0
      Acurse(colcrs,rowcrs)
   ELSEIF char = 'Y THEN ; cursor addr
      need = 2
   FI
   IF need = 0 THEN
      inesc = 0
   FI
RETURN

PROC Aopen()
   SetColor(0,0,0)
   SetColor(1,12,15)
   inesc = 0
   inv = 0
   need = 0
   lmargin = 0
   rmargin = 79
   rowcrs = 0
   colcrs = 0
   Acurse(colcrs,rowcrs)
   [LDY 1 RTS]

PROC Aclose()
   [LDY 1 RTS]

PROC Aput(BYTE areg)
   BYTE i, n
   IF inesc = 1 THEN; escape sequence
      Aesc(areg)
   ELSEIF areg = $1B THEN ; ESC
      inesc = 1
```

```
   ELSEIF areg = $9B THEN ; EOL
      Acurse(colcrs,rowcrs)
      colcrs = 0
      Ascroll()
   ELSEIF areg = $0A THEN ; lf
      Acurse(colcrs,rowcrs)
      rowcrs ==+ 1
      Ascroll()
   ELSEIF areg = $08 THEN ; BS
      IF colcrs > 0 THEN
         Acurse(colcrs,rowcrs)
         colcrs ==- 1
         Ascroll()
      FI
   ELSEIF areg = $07 THEN ; bell
      ; do nothing
   ELSEIF areg = $09 THEN ; TAB
      Acurse(colcrs,rowcrs)
      colcrs = (colcrs + 8) & $F8
      Ascroll()
   ELSE
      Achr(colcrs,rowcrs,areg)
      colcrs ==+ 1
      Ascroll()
   FI
   [LDY 1 RTS]

PROC Anofunc()
   [RTS]

PROC Adummy()
   [LDY 1 RTS]

PROC Ahandler()
   BYTE ARRAY hatabs = $031A
   BYTE pos, found
   ;do not change the following 3 lines
   CARD ARRAY atab(6)
   BYTE Jmp = [JMP]
   CARD init
   ; define device entry points
   atab(0) = Aopen - 1       ;OPEN
   atab(1) = Aclose - 1      ;CLOSE
   atab(2) = Anofunc - 1     ;READ
   atab(3) = Aput - 1        ;WRITE
   atab(4) = Adummy - 1      ;STATUS
   atab(5) = Anofunc - 1     ;SPECIAL
   init = Adummy             ;INIT
   ; find entry in hatabs
   found = 0;
   pos = 0
   WHILE (pos < 34) AND (found = 0)
   DO
```

```
       IF hatabs(pos) = 0 THEN
          found = 1
       ELSE
          pos ==+ 3
       FI
   OD
   IF found = 0 THEN
       PrintE("*** A: too many devices")
   ELSE
       hatabs(pos) = 'A
       hatabs(pos + 1) = atab & 255
       hatabs(pos + 2) = atab RSH 8
   FI
RETURN

;******************************
;*  MAIN PROGRAM
;******************************

MODULE

BYTE
   ch = $02FC,
   bcount = $02EB,
   speed = [1],
   wsize = [0],
   sbits = [0],
   lf = [0],
   iparity = [0],
   oparity = [0]

; iocb 3 definitions
BYTE iocb3cmd=$372 ; cmd byte
CARD iocb3buf=$374,; buffer address
     iocb3len=$378 ; buffer length

DEFINE BUFLEN = "1024"
BYTE ARRAY BUFFER(BUFLEN)

PROC CIO=$E456(BYTE areg, xreg)

PROC init_R(); set options for R:
   Close(3)
   Open(3,"R:",13,0)
   XIO(3,0,38,lf*64+oparity+4*iparity,0,"R1:")
   XIO(3,0,36,speed+7+wsize*16+128*sbits,0,"R1:")
   XIO(3,0,34,192,0,"R1:")
   iocb3cmd=40 ; start concurrent I/O
   iocb3buf=BUFFER
   iocb3len=BUFLEN
   CIO(0,$30)  ; *** call CIO ***
   bcount = 0
RETURN
```

```
PROC init_A(); set up A: device
   Ahandler() ; install A: handler
   Close(2)
   Graphics(8+16)
   Open(2,"A:",8,0)
RETURN

PROC intro()
   Close(7)
   Open(7,"K:",4,0)
   init_R()
   init_A()
RETURN


BYTE FUNC remote(); remote char?
   XIO(3,0,13,0,0,"R:")
   IF bcount = 0 THEN
      RETURN(0)
   FI
RETURN(1)

PROC do_remote(); process remote
   BYTE char
   char = GetD(3)
   PutD(2,char)
RETURN

BYTE FUNC local() ; local char?
RETURN($FF - ch)

PROC do_local(); process local
   BYTE char
   char = GetD(7)
   IF char = 127 THEN     ;tab
      char = 9
   ELSEIF char = 125 THEN ;left curl
      char = 123
   ELSEIF char = 255 THEN ;right curl
      char = 125
   ELSEIF char = 96 THEN  ;tilde
      char = 126
   ELSEIF char = 126 THEN ; delete
      char = 127
   FI
   PutD(3,char)
RETURN

PROC main()
   intro()
   DO
      IF remote() THEN
```

```
         do_remote()
      ELSEIF local() THEN
         do_local()
      FI
   OD
RETURN

------------------------------- cut here ----------------------------
Here is a termcap entry for vt52p.act. The entry atari+ is the most
powerful. insert and delete line are essential at 300 baud
------------------------------- cut here----------------------------

dw|vt52|dec vt52:\
     :cr=^M:do=^J:nl=^J:bl=^G:\
     :le=^H:bs:cd=\EJ:ce=\EK:cl=\EH\EJ:cm=\EY%+ %+ :co#80:li#24:nd=\EC:\
     :ta=^I:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:kb=^H:
a1|atari|atari vt52 emulator:\
        :am:pt:tc=vt52:
a2|atari+|atari vt52+ emulator:\
     :al=\EL:dl=\EM:tc=atari:
--
--
Michael Jenkin                        University of Toronto
USENET:  {decvax,ihnp4,allegra}!utcsri!utai!jenkin
CSNET:   jenkin@Toronto
BELL:    416-978-7321


From 1823608232041446362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ff3195c06d94e7c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-17 13:15:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ISUMVS.BITNET!F1.GDM
From: F1.GDM@ISUMVS.BITNET ("GENE MERRITT")
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8605172018.AA00513@ucbvax.Berkeley.EDU>
Date: Sat, 17-May-86 16:15:12 EDT
Article-I.D.: ucbvax.8605172018.AA00513
Posted: Sat May 17 16:15:12 1986
Date-Received: Mon, 19-May-86 04:58:01 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

I would like to get the address of
Neil Harris at ATARI. I have tried many
times but I am rewarded with a "host
unknown" every time.
```

My main reason for the address is that
I have a question that I would like an
answer to.

I heard that there was a portable
Atari 8-bit machine at the January
CES. Is there any truth to this rumor?
I would support such a computer if one
is in the works. It would be competiton
for the Tandy 100 & 600, and would be
compatable with my exsisting equipment.

I would appreciate any info that
you could give me on this.

Thank you (F1.GDM @ ISUMVS.BITNET)

From 8782921101926428332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a150eb8e3f45ebb9
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-19 11:05:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Technical Question on 800XL
Message-ID: <8605191805.AA18294@mitre-bedford.ARPA>
Date: Mon, 19-May-86 14:05:30 EDT
Article-I.D.: mitre-be.8605191805.AA18294
Posted: Mon May 19 14:05:30 1986
Date-Received: Fri, 23-May-86 05:49:36 EDT
References: <679@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 50

The 3K resistor R32 is just a "pullup" resistor which puts a logic "1" on
the unused pin 1 of the 64K RAM chip. If a 256K RAM is substituted as in the
Newell or similar upgrades, this pin becomes the 17th and 18th bits of the
address, since it, like the other 8 address lines, is multiplexed to get two
address bits per wire. (The Phase 2 clock line is used to switch back and
forth between the two sets of 8 bits, or 9 bits if you have upgraded.)
Note that address bits are numbered 0 through 15 for the stock 800XL and so
presumably 0 through 17 for the 18 bits needed in the upgrade.

If you plugged in 256K RAMs and left the bit unchanged, it would make Bits
16 and 17 (the 17th and 18th bits) constantly "1", thus utilizing a particular
block of 64K bits in the RAM and leaving the others out of use.

If you hook a TTL logic gate to the IC (not 5V) end or R32 then that gate

takes control of the logic level and does whatever it feels like, hopefully putting the other 3 64K blocks to good use.

If the TTL circuit driving the extra address input has its own internal pullup resistor, then it would be best to remove the 3K resistor. If the gate has no internal pullup, then it should be connected to the resistor and the resistor left in place. That MAY explain the different approaches by different upgrade designs. On the other hand, typical TTL gates have enough internal current sinking capability so that even one with an internal pullup resistor shunting the 3K external one will work just fine if you leave the 3K resistor in place.

I hope that clears up any question you have.

Incidentally, the logic board of the Newell (or other) upgrade has only to "compute" the correct bit value for that one output at all times, in order to make the upgrade work. This means thinking up the right bit for each phase of the Phase 2 clock, and of course taking into account whether or not the ANTIC chip temporarily wants to do something, in which case it will assert its HALT output line, telling the 6502 CPU to halt. When that happens, the upgrade logic has to say "hmm... ANTIC wants the memory. What values does it want for Bits 16 and 17". That's where Newell assumed it would always want to stay on the main memory segment in the 16-32K region. He then suggested a switch to let it follow the banked memory, which allows XLENT's Typesetter to work. The 130XE lets $D301 Bit 5 control this choice. Newell's design will turn out to be incompatible if anyone ever uses the 130XE capability of dynamically changing this convention. I have tried to urge Wes Newell to redesign the board to follow the Atari 130XE convention more closely, but so far to no avail. I have proposed several variants of a scheme that would be more compatible (David Young seems to agree on this), but so far have not convinced Newell that it would be worth the effort to change the circuit. If a lot of other potential customers were to bug him about it, he might possibly become convinced.

-John Sangster
jhs@mitre-bedford.arpa

From 7899550080537308574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,eb44e21d49776bcf
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-20 07:17:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!decuac!c3pe!charles
From: charles@c3pe.UUCP (Charles Green)
Newsgroups: net.micro.atari8
Subject: Re: Trans for Atari8
Message-ID: <108@c3pe.UUCP>
Date: Tue, 20-May-86 10:17:11 EDT
Article-I.D.: c3pe.108
Posted: Tue May 20 10:17:11 1986
Date-Received: Fri, 23-May-86 05:29:25 EDT

References: <19223113@HIS-PHOEN> <105@c3pe.UUCP>
Lines: 30
Summary: The continuing Black Patch Systems saga...

In article <105@c3pe.UUCP>, charles@c3pe.UUCP (charles green) writes:
> In article <19223113@HIS-PHOEN>, DPickett@HIS-PHOEN writes:
> > Subject: Blackpatch Dying?
> > ... I sent Blackpatch Systems in Maryland ...
> > but they said that Indus was backordered and there would
> > be a delay. I called yesterday, and their 800 number was disconnected.
>
> I was just wondering the same thing a few weeks ago. My current status is:
>
> 1) The 800 number has been restored (apparently; it's always been busy for me)
>
> 3) Both times I've called, I was told that the P:R Connection has been back-
> ordered for months, which is why my written order (complete with cashier's
> check) is held up, since I didn't enclose instructions to the contrary.

The latest: I've just received a postcard from "David" at Black Patch Systems
("Cat Bytes" ?!?) informing me that they've just received my P:R: Connection
and that I should be receiving my order Real Soon Now (a la Pournelle).
I *think* this was asynchronous with my letter last week.

By the way, I tried mailing my original response directly to Dave Pickett, but
either my mail program can't address his Honeywell network, or I don't know how
to use it, so I had to post this article and its predecessor. I would
appreciate any "inter-network" assistance anyone out there can mail me.

Thanks.
--
           ... !cvl!decuac!c3pe!charles   -Charles Green at C3 Inc.
... !vrdxhq!dolqci/
                  "Bahkups? We don' need no streeming bahkups!"

From 2974458942373308041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3e333e5caf9fbccd,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-20 07:43:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!INDYCMS.BITNET!IHLS400
From: IHLS400@INDYCMS.BITNET (Holly Stowe)
Newsgroups: net.micro.atari8
Subject: Chameleon and Kermit
Message-ID: <8605201841.AA06995@ucbvax.Berkeley.EDU>
Date: Tue, 20-May-86 10:43:00 EDT
Article-I.D.: ucbvax.8605201841.AA06995
Posted: Tue May 20 10:43:00 1986
Date-Received: Fri, 23-May-86 06:48:19 EDT
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 12

I was interested in Peter Da Silva's remark that Chameleon supports
Kermit protocol. I haven't been able to get it to do so. We have
Kermit on both our DEC and IBM machines here. Each machine has a
different protocol, but I would be happy to get just one version
to work as I can network between the mainframes fairly easily. Would
anyone out there be willing to assist me by telling me how I can
get Chameleon to talk to Kermit without getting NAKs?

Thanks.

Holly Stowe
Bitnet: IHLS400@INDYCMS

From 2784550477079623314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1e76431a79642ad9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-20 09:30:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!lll-crg!lll-lcc!qantel!intelca!
oliveb!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: MYDOS
Message-ID: <690@tekigm2.UUCP>
Date: Tue, 20-May-86 12:30:28 EDT
Article-I.D.: tekigm2.690
Posted: Tue May 20 12:30:28 1986
Date-Received: Sat, 24-May-86 04:47:22 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 12

In trying out my new 800XLE computer, I thought it would be nice to run
some of my ANTIC disks. However, I soon found out that MYDOS 4.1 is not
compatible with the ANTIC menu program. Does anyone know why or what to
do about it? It gives an error 136 (Attempt to read past end of file)
whenever I try to use the ANTIC disk and MYDOS 4.1, but works ok with
either Atari BASIC or BASIC XE (from OSS) and DOS 2.5.

Is there a simple correction or line addition to be made?

thanks in advance,
--Bill--
tektronix!tekigm2!wrd

From -4754313996869840226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,cdad84af77a70b31,start

X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-20 19:53:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihwpt!cptvideo
From: cptvideo@ihwpt.UUCP (D. Vlack)
Newsgroups: net.micro.atari8
Subject: Gemini Printer Driver for Atariwriter+
Message-ID: <875@ihwpt.UUCP>
Date: Tue, 20-May-86 22:53:03 EDT
Article-I.D.: ihwpt.875
Posted: Tue May 20 22:53:03 1986
Date-Received: Sat, 24-May-86 17:32:45 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 44

There has been some traffic in this group asking about
printer drivers for the GEMINI-10X for use with Atariwriter+.

The following is the one that seems to work fine for me. I am
posting it since the built in EPSON driver did not work for
me either:

initialize	-
LF/CR	155
underline off	27,45,0
underline on	27,45,1
backspace	-
elongate off	27,87,0
elongate on	27,87,1
bold off	27,72
bold on	27,71
1/2 up	-
1/2 down	27,65,6,10,27,65,12
1/2 down/CR	27,65,6,155,27,65,12
CR -no LF	27,74,1,155,27,74,24
font #1	27,84,27,66,1
font #2	27,84,27,66,3
font #3	27,84,27,66,2
font #4	27,83,0
font #5	27,83,1
font #6	27,84,27,66,2
font #7	27,52
font #8	27,53
font #9	27,84

Notes----- 155 seems to be needed as the LF/CR code or double
column printing will crash.

G1=10 cpi
G2=17 cpi
G3=G6=12 cpi

```
          G4= start superscripts
          G6= start subscripts
          G7= start italics
          G8= end italics
          G9= end super/subscripts

Hope this helps for the AW+ and Gemini owners.


From 197148371267348326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,cdad84af77a70b31
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-20 20:07:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihwpt!cptvideo
From: cptvideo@ihwpt.UUCP (D. Vlack)
Newsgroups: net.micro.atari8
Subject: Re: Gemini Printer Driver for Atariwriter+
Message-ID: <876@ihwpt.UUCP>
Date: Tue, 20-May-86 23:07:20 EDT
Article-I.D.: ihwpt.876
Posted: Tue May 20 23:07:20 1986
Date-Received: Sat, 24-May-86 17:32:56 EDT
References: <875@ihwpt.UUCP>
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 8

>         G3=G6=12 cpi
>         G4= start superscripts
--------->    G5= start subscripts
>         G7= start italics
>         G8= end italics
>         G9= end super/subscripts
>
Sorry about the error in the original posting


From 2852710766343218010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1fdc30d13de4212e,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-20 23:14:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ISUMVS.BITNET!F1.GDM
From: F1.GDM@ISUMVS.BITNET ("GENE MERRITT")
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8605210706.AA19153@ucbvax.Berkeley.EDU>
Date: Wed, 21-May-86 02:14:23 EDT
Article-I.D.: ucbvax.8605210706.AA19153
```

Posted: Wed May 21 02:14:23 1986
Date-Received: Fri, 23-May-86 06:39:20 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

I would like to get the address of
Neil Harris at ATARI. I have tried many
times but I am rewarded with a "host
unknown" every time.

My main reason for the address is that
I have a question that I would like an
answer to.

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Atari 8-bit machine at the January
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I would support such a computer if one
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for the Tandy 100 & 600, and would be
compatable with my exsisting equipment.

I would appreciate any info that
you could give me on this.

Thank you (F1.GDM @ ISUMVS.BITNET)

From -7607030382881540182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1fdc30d13de4212e
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-21 12:17:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8
Subject: Re: (none)
Message-ID: <295@atari.UUcp>
Date: Wed, 21-May-86 15:17:20 EDT
Article-I.D.: atari.295
Posted: Wed May 21 15:17:20 1986
Date-Received: Sat, 24-May-86 03:41:57 EDT
References: <8605210706.AA19153@ucbvax.Berkeley.EDU>
Organization: Atari Corp/Mktg
Lines: 15

In article <8605210706.AA19153@ucbvax.Berkeley.EDU>, F1.GDM@ISUMVS.BITNET ("GENE
MERRITT") writes:
> I would like to get the address of
> Neil Harris at ATARI.

...lll-crg!vecpyr!atari!neil. If you have trouble getting to lll-crg, let me know and I will try to find out what the next machines down the chain are.

> I heard that there was a portable
> Atari 8-bit machine at the January
> CES. Is there any truth to this rumor?

In CES 1985, not 1986, we showed a proposed 8-bit portable. It has since been cancelled.

--->Neil @ Atari

From 481979695188602040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,eeba1b32051da553,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-21 17:00:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!decvax!bellcore!ulysses!burl!clyde!watmath!daroloson
From: daroloson@watmath.UUCP (Dani A. Roloson)
Newsgroups: net.micro.atari8
Subject: Lucasfilm/Epyx Game Questions, mostly Kronis Rift
Message-ID: <2663@watmath.UUCP>
Date: Wed, 21-May-86 20:00:25 EDT
Article-I.D.: watmath.2663
Posted: Wed May 21 20:00:25 1986
Date-Received: Fri, 23-May-86 02:42:02 EDT
Distribution: na
Organization: U of Waterloo, Ontario
Lines: 74

Lucasfilm Games
****
Has anyone heard what is coming out for the 8-bit and 16-bit Atari's.
If really spectacular versions were made for ST's, I might just
break down and buy an ST.

Eidolon
****
Has anyone gotten this game running on an Indus drive yet ?

Kronis Rift
****
(My current favourite and therefore the one I have the most
  questions about.)

What is the thing that appears in the 5th display screen as illustrated on the box and in the instructions.

Is it helpful to record the ship shape or is there a one-to-one relationship between the design/color of the ship and the insignia of the Ancient race.

Is there anything to be obtained from the monster hulk at the end of Rift 6.
Why is there something that makes him fall apart?

I have found besides the things in the guide, a radio and a map-maker. What
else is there. I do not want to know the exact system icons, I just can't
think of anything that a Techno-Scavenger's Rover would need.

Is the ECM (Electronic countermeasure device) just a waste of time and energy?
It seemed that the Guardians found me just as fast with/without it.

Are any of the Radars really helpful or will you get everything in the Rift
eventually? That is, will the Ancient radars find or do anything that
standard Rover's won't.

Are the power reserves just for the lasers? Or do they supply power to
the shields, drives, etc. .

There seems to be something weird about the analysis of objects. Is there some
sort of depreciation of modules?

Is it possible to save your current game to another disk?
I once got stuck in the mountains on level 7, thought that
I would never get out, and restarted from level 1.
I also have saved several times the level 1 (after dying) on top
of my high level saved game.
If I invested in another copy of Kronis Rift, would I be able
to save my current game on it?

The manual mentions a timer. What would it time?

What is the best way to prevent/fix stalled engines?

Can more than one module of the same type be active at the same time?
How is the one (if only one can be active at a time) chosen? by position?

What are the scrolling things on the display screens when the fire
button is pressed after the game is loaded? test patterns?

Does the radio do anything besides reeking havoc with the power?

Are there any interesting mountain patterns like writing?

*** Please reply by MAIL ***

   Thanks for any assistance,
      Dani Roloson
--
     UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
     ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa
     CSNET: daroloson%watmath@waterloo.CSNET

"I don't need a disclaimer. Nobody will admit to knowing me."

From 1912998864826070273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,b8bd7d5f533b11ff,start
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,b8bd7d5f533b11ff,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-22 08:45:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!gould9!ncr-sd!hp-sdd!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Atariwriter Plus Bugs
Message-ID: <696@tekigm2.UUCP>
Date: Thu, 22-May-86 11:45:45 EDT
Article-I.D.: tekigm2.696
Posted: Thu May 22 11:45:45 1986
Date-Received: Sun, 25-May-86 12:28:15 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 38
Keywords: Crash, Save bug, Paging bug
Xref: watmath net.micro.atari8:257 net.micro.atari16:874

Originally I send an abbreviated form of this letter to Neil Harris (neil @ atari) but have not been able to get an answer so am now putting it on the net in an expanded version.

****

Neil Harris or anyone else on the net:
Are you aware of a bugs in the first version of Atariwriter+ that was sold? I bought one of the first copies in the plain white and black envelope. It has several bugs, one of which is fatal.

1) it does not consistently recognize the control E for ending a page. You must do repeated c/r's and control E's before it will go to next page. I often do this to insert blank pages in text for photographs and it is annoying to have to add more than one control E.
2) the fatal bug is its's incorrectly handling of text longer than one page long. It should go onto the next page, instead it takes the last few lines and places them at the top of the same page, clobbering commands and the first few lines. I do not know whether it has anything to do with control T, control B or control Y. I suspect, however, that it is tied in with the control E problem mentioned above. The end result is that you have to hand end every page in a long document. Sometimes control T or B works fine, then the next thing you know it causes the program to partially crash. When it crashes then condition 3) occurs and other commands also seem to go away.
3) one final bug, it occasionally loses the ability to save a file. You can sometimes get out of this with a RESET, but usually you must reload AW+ and if you did not already make a backup, you have lost your file. I have not

yet been able to figure out what causes the save command to go away. It also looses other commands at times [see 2) above].

The net result of this is that I am quite unhappy with laying out $50 for AW+ and having these quite fatal bugs in it. Are these bugs known to Atari and is there a fix or can I obtain a new disk, with the errors fixed?

Thanks in advance,

William Dippert
tektronix!tekigm2!wrd

From 4026253099872034342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c7897e16c45924fb,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,c7897e16c45924fb,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-05-22 10:33:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!gould9!ncr-sd!hp-sdd!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Printer Buffers
Message-ID: <697@tekigm2.UUCP>
Date: Thu, 22-May-86 13:33:11 EDT
Article-I.D.: tekigm2.697
Posted: Thu May 22 13:33:11 1986
Date-Received: Sun, 25-May-86 12:28:35 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 15
Xref: watmath net.micro.atari8:258 net.micro.atari16:875

Has anyone in netland found a way to use surplus 8 bit Atari's for printer buffers, either for other 8 bit Atari's or for 16 bit ST's???

It would seem to me that somehow the joystick ports could be used to connect spare 1200XL's or 800XL's and give a very nice 64k printer buffer. For my own requirements, I want to be able to use a 64k 1200XL to act as a printer buffer for either a 130XE (128k), 800XLE (256k) or 1200XLE (256k) 8bit computers -- connected to either a 1027 printer directly or thru an 850 interface to a centronics parallel printer port. I am certain that for either 8 or 16 bit applications, some form of software driver would have to be written, hopefully the electronics would be no more than connecting two joystick ports together.

Thanks in advance,
--Bill--

From -2742588253450408436

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ca971b1651130e8f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-22 12:28:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!CSNET-RELAY.ARPA!habke%uofm-uts.cdn%ubc.CSNET
From: habke%uofm-uts.cdn%ubc.CSNET@CSNET-RELAY.ARPA ("W. HABKE")
Newsgroups: net.micro.atari8
Subject: printers
Message-ID: <82:habke@uofm-uts.cdn>
Date: Thu, 22-May-86 15:28:02 EDT
Article-I.D.: uofm-uts.82:habke
Posted: Thu May 22 15:28:02 1986
Date-Received: Sat, 24-May-86 21:57:25 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

  Has anyone used a smith corona tex-80 printer with a atari 800 xl.
  dose it support such packages as Print Shop or Home Pack.
Also has anyone used a printer with the 1030 modem using the rom program
that comes with the modem. I find that after printing a couple of lines
the program turns the printer off
  bill
 University of Manitoba

From 1563287904667643323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3bcbdd968bc1d42c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-24 16:53:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!SU-GSB-HOW.ARPA!CON.REILLY
From: CON.REILLY@SU-GSB-HOW.ARPA (Brian Reilly)
Newsgroups: net.micro.atari8
Subject: foot control joystick
Message-ID: <8605260346.AA16922@ucbvax.Berkeley.EDU>
Date: Sat, 24-May-86 19:53:34 EDT
Article-I.D.: ucbvax.8605260346.AA16922
Posted: Sat May 24 19:53:34 1986
Date-Received: Tue, 27-May-86 06:47:53 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Hi - I bought a couple of joysticks which are really 2' X 3' pads
that you step on to do the things you usually do with a joystick.
Does anyone else have one of these? Is there any software designed to

work with them? They were only $2.50 each. I have not used them
yet, but the salesman said they would be good with EA One on One.
Any other ideas?

- Brian Reilly

From -7329011455894517345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 140593,b8bd7d5f533b11ff
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,b8bd7d5f533b11ff
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-25 10:34:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!lll-crg!lll-lcc!
vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Atariwriter Plus Bugs
Message-ID: <299@atari.UUcp>
Date: Sun, 25-May-86 13:34:46 EDT
Article-I.D.: atari.299
Posted: Sun May 25 13:34:46 1986
Date-Received: Thu, 29-May-86 02:40:01 EDT
References: <696@tekigm2.UUCP>
Organization: Atari Corp/Mktg
Lines: 28
Keywords: Crash, Save bug, Paging bug
Xref: watmath net.micro.atari8:263 net.micro.atari16:915

In article <696@tekigm2.UUCP>, wrd@tekigm2.UUCP (Bill Dippert) writes:
> Originally I send an abbreviated form of this letter to Neil Harris (neil
> @ atari) but have not been able to get an answer

It is probably my fault, but my mail to some people keeps getting returned
by the malificent mailer daemon. You'd think if it can get to me, the reply
function will get it back to you, but in about 50% of the replies it does
not. <sigh>

> Are you aware of a bugs in the first version of Atariwriter+ that was sold?
> 1) it does not consistently recognize the control E for ending a page.
> 2) the fatal bug is its's incorrectly handling of text longer than one page
>   long.
> 3) one final bug, it occasionally loses the ability to save a file.
>
> The net result of this is that I am quite unhappy with laying out $50
> and having these quite fatal bugs in it.

None of these problems should be occuring. There is either something wrong
with your copy of AW+, or something funny about your hardware. Please send
me your AW+ disk so we can examine it, and I will send you a replacement.

Send to:

   Atari Corp.
   1196 Borregas Ave.
   Sunnyvale, CA 94086
   Attn: Neil Harris

From 1064066191230703855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ab65fe8492f464c5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-26 15:40:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Adding new peripheral devices on parallel port of 800XL
Message-ID: <8605262234.AA05521@mitre-bedford.ARPA>
Date: Mon, 26-May-86 18:40:22 EDT
Article-I.D.: mitre-be.8605262234.AA05521
Posted: Mon May 26 18:40:22 1986
Date-Received: Tue, 27-May-86 07:40:07 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 17

More info: Appendix 12 of Mapping The Atari, 1985 revised edition, page 215, confirms what I said in the previous message: D100 - D1FF is in fact intended for use in devices attached via the parallel expansion port. Apparently, there are some internal registers in this region, but provision is made for switching them out to allow the expansion port to use the region also.

No mention is made in Mapping The Atari about devices in D200 - D2FF.
I don't know if this means the region is unused or if you get RAM when you address up there. (Easy enough to try, I suppose.) I also don't know how the external device switching is done, but Pin 2 of the expansion port is called "external select" so this may be involved. I don't know if it is a signal from or to the external device however.

Does anybody else have comments?

-John Sangster
jhs@mitre-bedford.arpa

From -131522821838963444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d780ef78010f68a9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-26 16:59:20 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Help on adding I/O chips
Message-ID: <8605262210.AA05269@mitre-bedford.ARPA>
Date: Mon, 26-May-86 19:59:20 EDT
Article-I.D.: mitre-be.8605262210.AA05269
Posted: Mon May 26 19:59:20 1986
Date-Received: Tue, 27-May-86 07:41:00 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 9

A friend of a friend designed a multi-function I/O board for the 800XL recently. Looking at the schematic diagram of the address decoding section, it looks as though the region around $D100 - D1FF is probably pretty safe. He decodes this whole block as though he plans to be able to use it for many different devices. I might be able to get more data on what he learned while researching the project.

John Sangster
jhs@mitre-bedford.arpa

From -6790998660679614290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,30fcf5ec9d805655,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-26 16:17:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari8
Subject: --- Kermit Problems ---
Message-ID: <8603270131.AA01560@ucbvax.berkeley.edu>
Date: Wed, 26-Mar-86 19:17:00 EST
Article-I.D.: ucbvax.8603270131.AA01560
Posted: Wed Mar 26 19:17:00 1986
Date-Received: Fri, 28-Mar-86 05:45:13 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 22

In response to David Young's recent posting about his adventures with kermit, I have this to say:

I have successfully transferred an Atari binary file to my VAX and back, using the SET FILE BINARY (on the VAX) and the menu selection of

file type on the Atari. I do not know if eigth-bit quoting is actually working or not, but this seems to be an indication. I have yet to dig into the code, which would (of course) be the final arbiter on this question. For the record, I do not go through a TAC to get to my VAX.

   On the other hand, I DO have a problem that David has not had (and that he has tried to help me solve): when using a mainframe kermit in server mode, I cannot recieve files with names that have the full 8-character length. Seven character names, and below, are fine. The extension does not seem to matter. But on my VAX (running VMS) and on David's host (running TOPS-20) the problem is consistant. Oh well, you win one, you lose one.

              -Richard Hartman
              max.hartman@ames-vmsb

From 7907404523626727706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6ca43e49b2bb7e9f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-26 22:59:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ritvaxa.BITNET!jeb6589
From: jeb6589@RITVAXA.BITNET (Jim Berg)
Newsgroups: net.micro.atari8
Subject: RE: VT-100 EMULATORS
Message-ID: <8603270658.AA07034@ucbvax.berkeley.edu>
Date: Thu, 27-Mar-86 01:59:23 EST
Article-I.D.: ucbvax.8603270658.AA07034
Posted: Thu Mar 27 01:59:23 1986
Date-Received: Fri, 28-Mar-86 05:53:22 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: RIT, Rochester NY
Lines: 18

     The VT-10SQ or VT-10XL program I beleive comes set up for the 850 interface. I suggest you look for another program on compuserve call VT10NH or something like that, it is supposed to be the VT-10SQ program without any handler. So you should be able to append it to a handler and get it to work with your 1030. It definitely won't work as is, because it looks for an R: device of some type. I got the VT-10HN program to work with my R-Verter by appending it to my R-Verter driver.

     Two bugs? I have noticed are:

       1) I can't get it to work in 1200 baud mode always goes to 300 baud.

       2) Doesn't work right with the EDT screen editor - works fine with vi.

Hope this helps.

-- Jim

From -7795661989932711531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,df3d11ccdb548fe5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-27 04:33:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: sector byte count
Message-ID: <8603271241.AA11405@ucbvax.berkeley.edu>
Date: Thu, 27-Mar-86 07:33:11 EST
Article-I.D.: ucbvax.8603271241.AA11405
Posted: Thu Mar 27 07:33:11 1986
Date-Received: Sat, 29-Mar-86 01:35:05 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 465

25-Mar-86 07:36:58-EST,18286;000000000001
Return-Path: <sdcsvax!sdcc12.UCSD.EDU!wa60@ucbvax.berkeley.edu>
Received: FROM berkeley BY USC-ISID.ARPA WITH TCP ; 25 Mar 86 07:36:26 EST
Received: by ucbvax.berkeley.edu (5.48/1.11)
     id AA16651; Tue, 25 Mar 86 03:26:43 PST
Received: by sdcsvax.ucsd.edu (5.31/4.41)
     id AA11775; Tue, 25 Mar 86 03:16:07 PST hops=0
Received: by sdcc6.ARPA (5.45/4.41)
     id AA16881; Tue, 25 Mar 86 03:15:57 PST
Received: by sdcc12.ARPA (5.5/4.41)
     id AA12125; Tue, 25 Mar 86 03:16:55 PST
Date: Tue, 25 Mar 86 03:16:55 PST
From: sdcsvax!sdcc12.UCSD.EDU!wa60@ucbvax.berkeley.edu (paul van de graaf)
Message-Id: <8603251116.AA12125@sdcc12.ARPA>
To: USC-ISID.ARPA!DYOUNG@sdcc6.acc
Subject: Re: Homebrew Action! runtime library.
Newsgroups: net.micro.atari8
In-Reply-To: <8603241247.AA00955@ucbvax.berkeley.edu>
References: <553@sdcc12.UUCP>
Organization: U.C. San Diego, Academic Computer Center

In article <8603241247.AA00955@ucbvax.berkeley.edu> you write:
>Paul,
>I saw nothing about a homebrew ACTION! runtime library but I sure would
>like to get hold of it! Please post it again or at least send me a copy.
>
>Thanks,
>David Young

>-------

Here it is, I hope it doesn't get lost by UUCP again. Please contact me if it made out of the local net. Let me know if it works for you. I'm open to suggestions for improvements.

I'm also working on a Unix-like shell for Action!, and since you seem to have experiance with porting Kermit to a system with MYDOS, maybe you can help me. I'm trying write code to read a disk directory in a portable fashion. But since MYDOS doesn't adhere to the "standard" format for output for reads from a directory, I have trouble finding a portable way to pick-out the filenames and extensions from the output of a directory. I'd appreciate any ideas you might have, because it'd speed-up release of the shell.

Thanks, and I hope the runtime library helps you out...

Paul van de Graaf   U. C. San Diego

I posted this a week ago, but apparently the UUCP at a local site was broken. If you've seen it before, my apologies. I'm still unsure if this posting will get out; so I'd appreciate a reply by mail if you get it running on your Atari.

Copyright (c) 1986, Paul van de Graaf
Permission is granted for Usenet & Arpanet users to copy this article for their own use. It is NOT to be distributed beyond Usenet & Arpanet sites (or normal tributaries thereof); sold, or traded without permission from the author.

[The reason for the above notice is that I am considering getting this article and programs published in either Analog or Antic. I recently had my printer and modem destroyed by a power-surge, and could use some cash to replace them. (I accidently plugged them into my un-surge-protected power strip. BLAST!) Consider this a Beta-Test of the article & programs. They will either be published in another form, or released into the public domain. I would especially like to keep them off of Compuserve et al., for the time being.   ]

Here's the program you Action! programmers have all been waiting for!
A free Run-Time Library of sorts for the Action! language.

But first a few disclaimers:

1.) This run-time library requires at least 48K of memory. It will not run when cartridges are installed, as it uses memory from $A000 to $B5FF.

2.) The library has only been tested for version 3.6 of the Action! cartridge. To find out which version you have, check location $B000. It contains the version number in hex. If it's not $36, then the library might not work. I'd try it anyway, since it might work, or there probably is an easy patch. See the text below for more details.

3.) Since this library requires that you make a copy of part of the Action! cartridge, there may be some issue of piracy. I consider this a legal back-up copy of the cartridge as stated in the licensing agreement, but

OSS's attorneys might think otherwise. Proceed at your own risk!
I take no legal responsibility for your actions.

4.) Because the routines PrintF() and Error() have some bank-switching in them, they do not work normally. PrintF() works fine, except when asked to print CARDs in hex, it prints them in decimal. [ie. PrintF("%H",foo)] FIXACT.ACT changes the PrintF routine to make it act this way, otherwise it would lock up, since it tries to call bank-switched code. I personally never cared for this routine anyway, because it always prints a leading "$", and you can't get it to suppress leading zeros. I'm sure you could write a better PrintF() yourself. The Error() routine works about the same as before, but instead of returning to the monitor after an error, it returns to DOS.

Introduction:

I wrote this library, because I can't understand why OSS decided not to include a run-time library with the Action! system. The run-time library routines are only about 2K of the cartridge. They could have easily made some facility to link the routines into the code. Perhaps they were short on space in the cartridge, or maybe this is some marketing ploy to sell run-time library disks. I haven't seen or heard any details on the run-time library disk, other than you can get one for $30.00. I'm sure their library is a much more elegant, as I went the quick and dirty route. Instead of writing a full-blown linker and relocator to link in the run-time library, I opted for a simpler approach.

How it works:

My home-brew run-time library consists of 4 programs:

RTL.ACT	Sets up memory for the run-time library.
ACTION.COM	A copy of part of the Action! cartridge saved to a binary file.
FIXACT.ACT	Fixes the self-modifying and bank-switching code in ACTION.COM
CLEANUP.ACT	Cleans up after the run-time library.

The library works like this: RTL.ACT is run first. It is a one-shot program which makes your 48K or greater machine look like a 40K computer by closing the editor, bumping down RAMTOP, and opening the editor again. It also sets up the error handler, and opens the keyboard as channel 7. Channel 7 is opened because the Action! cartridge keeps channel 7 open all the time, and some programs take advantage of this channel. After RTL.ACT is run, ACTION.COM is loaded, and the run-time library is in place. It's as if the cartridge is inserted, except this cartridge can be written to and can't do bank-switching. After ACTION.COM is loaded, a compiled Action! program can be run, and it will call the library routines that were normally on the cartridge, but now have been copied and loaded into RAM. After the compiled Action! program is run, you have the option of running CLEANUP.ACT to reset the machine so it looks like it has 48K of memory again.

There's just one problem, though. The Action! cartridge has some self-modifying code in it that can alter the routines in the run-time library as it runs. It works fine when it's in a ROM cartridge, but it gets messed up when in RAM. This code was put in to make life difficult for pirates who might be considering ripping-off the Action! cartridge. I took a disassembler to ACTION.COM and I'm

fairly certain I've located all the self-modifying code. While disassembling I also located the bank-switching code mentioned above. FIXACT.ACT replaces the tainted code with NOPs, thereby de-fusing the logic bombs.

Contrary to what you might expect, you CAN write programs in Action! that will run without the run-time library. You can't call any library routines, do a multiply, divide, MOD, RSH, or LSH; use the trace or error facilities, or have a PROC/FUNC that has more than 3 bytes of parameters. These constraints make programming difficult, but not impossible. RTL.ACT is written in this manner. It uses CIO calls to do opens, closes and puts to IO channels, rather than calling the run-time library routines.

Dim the lights, it's time for the sermon:

I believe it's important to mention the distinction between what I'm doing here, and piracy. I am only making a backup of the cartridge, and this backup is taking the place of the cartridge when I want to run a program without the cartridge inserted. If the Action! system were better designed, I needn't bother with this. I don't think this constitutes piracy unless I give/sell a copy of the cartridge to somebody, or use it on a different computer. I only give the patches to fix code in the run-time library in FIXACT.COM-- NOT for the editor, monitor, or compiler sections of the cartridge. In fact after looking at most of the code in the Action! cartridge, I would guess any effort to pirate the cartridge, other than building a similar bank-switching arrangement, would greatly reduce the functionality of Action!. Besides-- you can get it for $29.00 at some mail-order shops. Despite their mistake with the run-time library for Action!, OSS is a quality software vendor, and they deserve our support.

Making the run-time library:

Step 1:
  Go to DOS with the Action! cartridge installed.
  Select the K command to write a binary file.
  At the prompt: SAVE - GIVE FILE,START,END,(INIT,LOAD)
  type: ACTION.COM,A000,B5FF

Step 2:
  Compile RTL.ACT, and from the monitor   type: W "RTL.COM"
  Compile FIXACT.ACT, and from the monitor   type: W "FIXACT.COM"
  Compile CLEANUP.ACT, and from the monitor type: W "CLEANUP.COM"

Step 3:
  Remove the Action! cartridge and re-boot the system.
  (on the XL & XE be sure to press the Option key when booting)
  Select the L command from the DOS menu to load a binary file.
  At the prompt: LOAD FROM WHAT FILE? type: RTL.COM
  The screen will clear, and you'll return to DOS.
  DOS gets confused because the screen was cleared and the cursor was moved.
  Press return, and DOS will redraw the menu and come back to its senses.
  Select the L command again.
  At the prompt: LOAD FROM WHAT FILE? type: ACTION.COM
  After the file has loaded, select the L command again.

At the prompt: LOAD FROM WHAT FILE? type: FIXACT.COM
After the file loads and runs, select the K (binary save) command.
At the prompt: SAVE - GIVE FILE,START,END,(INIT,RUN)
type: ACTION.COM,A000,B5FF

Three ways to use the run-time library:

1.) Manually:

Boot DOS without any cartridges installed (press option while booting on an XL or XE). Load RTL.COM from DOS, then load ACTION.COM from DOS, and finally load the compiled Action! program you wish to run. This is rather tedious process, but it's ideal for quickly testing the run-time library.

2.) With an AUTORUN.SYS file:
Make a compound binary load file from DOS. Select the C command and at the prompt: COPY--FROM,TO? type: ACTION.COM,RTL.COM/A
This will append ACTION.COM to the end of RTL.COM. When loaded with the L command, RTL.COM will now run the old RTL.COM program, and then load ACTION.COM. If you rename RTL.COM as AUTORUN.SYS, this process will automatically occur at boot time. After the boot, you can load compiled Action! files from DOS, and they should run properly. You probably would want to use this technique if you have a bunch of compiled Action! programs on the same disk.

3.) A fully linked file:
Take a file like the AUTORUN.SYS file above, and append your compiled Action! program to it. IE. choose the C command from DOS, and type "YOUR_PROGAM.COM, AUTORUN.SYS/A" at the prompt. If you want to have the run-time library clean up after itself when your program returns to DOS, you'll also want to append the CLEANUP.COM file too. IE. "C(opy) CLEANUP.COM,AUTORUN.SYS/A". You might want to change the name of the file to something other than AUTORUN.SYS, if you don't want it to run automatically at boot time. This technique has a disadvantage -- after all that appending, the load file gets quite large! I have tried to pare the size down a little by only saving part of the Action! cartridge. Still, the ACTION.COM file is much larger than the 2K of routines we need. The problem is that the run-time library is scattered throughout the address space of the cartridge, and it's too much trouble to save it in several fragmented files.

If it doesn't work:

If the run-time library doesn't run correctly, make sure you didn't make an error along the way. If you don't have version 3.6, try saving all of the cartridge in steps 1 & 3 (ie. K "ACTION.COM,A000,BFFF"). Your cartridge may use code in the $B600 - $BFFF area. If the library still doesn't work, try skipping the L "FIXACT.COM" step. It should probably work now, but ACTION.COM will likely contain self-modifying and bank-switching code. You're going to have to take a disassembler to ACTION.COM to ferret out the self-modifying and bank-switching code. Then you can bypass the code with NOPs.

Self modifying code is fairly easy to identify. It's usually something obvious like: "DEC $A000,X", however it might be some sort of manipulation

of a variable like: "LDA #0; STA $A0; LDA #$A0; STA $A1; INC ($A0),X". Bank-switching code is very easy to spot. It involves a write to any address from $D500 - $D5FF. For example: STA $D509,X.

You can find the entry points for most of the library routines by using the monitor. ex. ? PrintF. A few routines can't be found this way. They are: the math routines: MULTIPLY, DIVIDE, MOD, LSH, RSH; a routine which saves parameters and checks for a break key abort when PROCs or FUNCs with more than 3 bytes of parameters are called, and a routine to print a PROC/FUNC name and its arguments when trace is set. The way I found the entry points to these routines was to disassemble a compiled Action! programs which called these routines. Good Luck! Please send me mail if you find a patch to FIXACT.ACT which works for your version.

And now the programs:

After all this build-up, the programs are probably a let-down. They're quite straight-forward if you know the CIO routine. If you don't, you might want to get the technical notes from Atari (if they still sell them!). It probably will be easier to down-load them in one big file, and then hack it to pieces with the Action! editor.

I'd like to know if this library works with the other versions of the Action! cartridge. Send me mail if it works with your version.

Thanks,

Paul van de Graaf sdcsvax!sdcc6!sdcc12!wa60 U. C. San Diego

--- CUT HERE ---

```
; RTL.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E   = $4000
SET $491 = $4000

DEFINE R     =   "4",  RW    =  "12",
       JMP   = "$4C",  EOL   = "$9B",
       CLEAR = "125",  OPEN  = "$03",
       PUTC  = "$0B",  CLOSE = "$0C"

BYTE IC0CMD  = $342,  IC7CMD  = $3B2,
     IC0AUX  = $34A,  IC7AUX  = $3BA,
     IC0AUX2 = $34B,  IC7AUX2 = $3BB,
     RAMSIZ  = $2E4,  RAMTOP  = $6A

CARD IC0BUF  = $344,  IC7BUF  = $3B4,
```

```
     IC0BLEN = $348,  IC7BLEN = $3B8

CHAR ARRAY editor = [ 'E ': EOL ],
           keybrd = [ 'K ': EOL ]

PROC CIO = $E456(BYTE Areg, Xreg)

PROC Put(CHAR chr)

  IC0CMD = PUTC
  IC0BLEN = 0
  CIO(chr,0)
RETURN

PROC Print(CHAR ARRAY msg)

  IC0CMD = PUTC
  IC0BUF = msg + 1
  IC0BLEN = msg(0)
  CIO(0,0)
RETURN

PROC main()
  BYTE POINTER ErrorAdr = Error

  IF RAMTOP >= $C0 THEN
    IC0CMD = CLOSE
    CIO(0,0)      ; Close(0)

    ; Bump down top of memory so the
    ; copy of the Action! cartridge
    ; won't clobber display memory.

    RAMTOP = $A0  RAMSIZ = $A0

    IC0CMD = OPEN
    IC0BUF = editor
    IC0AUX = RW
    IC0AUX2 = 0
    CIO(0,0)      ; Open(0,"E:",RW,0)

    IC7CMD = OPEN
    IC7BUF = keybrd
    IC7AUX = R
    IC7AUX2 = 0
    CIO(0,$70)    ; Open(7,"K:",R,0)

    ; Set up the Error Handler:
    ; On an Error, Action! jumps to
    ; the address Error, which we
    ; set to contain a JMP $A3A2.

    ErrorAdr^ = JMP
```

```
    Error = $A3A2
  ELSE
    Put(CLEAR)
    Print("The Home-Brew Action! ")
    Print(" Run-time Library")
    Print("requires at least 48K ")
    Print("bytes of memory.")
    Put(EOL)
    Put(EOL)
    Print("Please Remove Cartridge(s)!")
    DO
    OD            ; Hang in a loop.
  FI
RETURN

--- CUT HERE ---

; FIXACT.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E   = $4000
SET $491 = $4000

DEFINE NOP = "$EA", RTS = "$60"

PROC main()
  ; Change STA $A04A in the
  ; multiply routine to NOPs.

  Poke($A036,NOP)
  Poke($A037,NOP)
  Poke($A038,NOP)

  ; Change JMP $B889 in the default
  ; error handler to an RTS.

  Poke($A3A2,RTS)

  ; Change DEC $A395,X in the CIO
  ; error check routine to NOPs.

  Poke($A3BD,NOP)
  Poke($A3BE,NOP)
  Poke($A3BF,NOP)

  ; Change JSR $B8C2 and JMP $A339
  ; in the PrintF() routine to NOPs.
```

```
  Poke($A438,NOP)  Poke($A439,NOP)
  Poke($A43A,NOP)  Poke($A43B,NOP)
  Poke($A43C,NOP)  Poke($A43D,NOP)

  ; Change STA ($A5),Y in the
  ; Close() routine to NOPs.

  Poke($B02A,NOP)
  Poke($B02B,NOP)
RETURN

--- CUT HERE ---

; CLEANUP.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E   = $4000
SET $491 = $4000

DEFINE RW = "12"

BYTE RAMSIZ = $2E4, RAMTOP = $6A

PROC main()

  Close(7)
  Close(0)
  RAMSIZ = $C0  RAMTOP = $C0
  Open(0,"E:",RW,0)
RETURN
27-Mar-86 04:22:23-EST,1300;000000000001
Return-Path: <@SU-SCORE.ARPA:info-atari8-request@score.stanford.edu>
Received: FROM SU-SCORE.ARPA BY USC-ISID.ARPA WITH TCP ; 27 Mar 86 04:17:26 EST
Received: from ucbvax.berkeley.edu by SU-SCORE.ARPA with TCP; Thu 27 Mar 86
00:36:13-PST
Received: by ucbvax.berkeley.edu (5.48/1.11)
     id AA05265; Mon, 24 Mar 86 12:42:44 PST
Date: 22 Mar 86 18:54:27 GMT
From: ihnp4!ihelp!dlm@ucbvax.berkeley.edu  (Daryl Monge)
Organization: AT&T Bell Laboratories
>> I don't know where you got your information but the "S bit" you describe
>> is definately not correct. All 8 bits of the last byte of the sector are
>> use for byte count. Of course the MSB (your "S bit") can be a 1 only in
>> double density.
>>
>> David Young
>> -------
>
```

>He got it from the ATARI Personal Computer System OPERATING SYSTEM Users
>Manual, section 5, page 84; which I have sitting in my lap this minute.
>
>Are you saying the manual is wrong? This manual came directly from ATARI.
>
>Daryl Monge

I know this from experience. Since when do you believe everything you
read, especially from ATARI? The "S bit" was probably part of the original
specification that did not get implemented because somebody realized it
was redundant.

David Young

From 8540510022439777803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,84b88107b66090c9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,84b88107b66090c9,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 129c11,84b88107b66090c9,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1986-03-27 08:52:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!sask!long
From: long@sask.UUCP (Warren Long)
Newsgroups: net.micro.atari8,net.micro.atari,net.micro
Subject: Using NTSC computers Down Under??
Message-ID: <352@sask.UUCP>
Date: Thu, 27-Mar-86 11:52:35 EST
Article-I.D.: sask.352
Posted: Thu Mar 27 11:52:35 1986
Date-Received: Thu, 27-Mar-86 17:11:45 EST
Distribution: net
Organization: University of Saskatchewan, CANADA
Lines: 47

<line eater>

I have a friend who is going to Australia for his sabbatical. He will
be taking a Macintosh with him. Since the Macintosh has a built-in
monitor, and the power requirements are '120v, 50-60Hz', I assume that
he will be able to use the machine down under, if he uses a transformer.
The Macintosh should work with the 50 cycles. Am I correct???

Part 2:

He also an Atari 800 which he will also be taking. The problem is much
trickier:

Using a TV:

-if he takes a standard colour TV, it will not work as a
TV cuz the broadcast companies use a different format.
PAL, I think, but different from Britain.
-it probably won't work as monitor for the computer using
the RF output, cuz the TV is designed to work on 60Hz,
not at 50Hz.
-if he buys an Australian TV it will most defineately not
accept the RF signal from the Atari.
-I assume that if he takes a TV from here, that is capable
of using batteries, ie converts the AC to DC before using
it in any way, he should have no problems. The TV however
will still be useless as a reciever of TV broadcasts.

Using a monitor:

-if he takes a monitor(eg. green screen) and drives it with
the direct video signal, but has to plug it into 50Hz, will
it work??
-if he buys a monitor in Australia, will it work with the
signals that the Atari 800 puts out??
-is there an analog to the 'battery-driven' TV for monitors??

I am interested in any and all replies, comments, suggestions,

Thank you,

Warren Long
University of Saskatchewan
Canada

From 2609142045902367897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,767a452d99a0b86a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-28 07:29:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site drupa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!drupa!kmeis
From: kmeis@drupa.UUCP (MeisK)
Newsgroups: net.micro.atari8
Subject: Re: ATARI QUESTIONS
Message-ID: <102@drupa.UUCP>
Date: Fri, 28-Mar-86 10:29:28 EST
Article-I.D.: drupa.102
Posted: Fri Mar 28 10:29:28 1986
Date-Received: Sat, 29-Mar-86 15:52:03 EST
References: ATARI MODEM TERMINAL PROGRAM <75@garfield.UUCP>

Organization: AT&T Information Systems Laboratories, Denver
Lines: 25

>Hi, I finally decided to buy the PR: CONNECTION for my modem interface.
>But, which terminal program is the best to connect with Unix?
>I heard that Chamelon CRT terminal (APX or ANTIC) is good to emulate
>sereval terminals including KERMIT AND XMODEM PROTOCOLS, is it good
>as it said?
>Also, I just hooked up a cable to my green monitor (formerly for my appl
>e, simple compsite input without sound). Now, I got the Atari working
>without a sound. It's good to play without games, but is it possible
>to make a device output the sound? I tried a 16k ohms with 0.4W speaker
>and found out Atari cannot boot up the speaker.
>Any suggestions?
>Thanks.
>William

Regarding the sound, I think you should use an audio amplifier since the sound output pin provides a low level signal. Try your local Radio Shack, they should have an inexpensive kit for one. I personally use a stereo synthesizer hooked up to a stereo amplifier. You should here the difference it makes. Also, you will get a better picture on your monochrome monitor if you use the luma pin instead of the composite video pin as input to the monitor.

Kevin J. Meis
303/538-4364
AT&T ISL, Denver

From 5880354754911283980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,15ab85305275a991,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-28 15:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari8
Subject: --- re: MODEM, TERMINAL, PROGRAM ---
Message-ID: <8603282323.AA22789@ucbvax.berkeley.edu>
Date: Fri, 28-Mar-86 18:06:00 EST
Article-I.D.: ucbvax.8603282323.AA22789
Posted: Fri Mar 28 18:06:00 1986
Date-Received: Sun, 30-Mar-86 02:26:29 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 10

If you have Action!, the Kermit program does a decent vt52 emulation. Alspo

is ACSTERM, a 40-col only emulator, but includes a termcap for UNIX systems.
Both are available from SU-SCORE archives (or SIMTEL-20 MICRO:<CPM.ATARI>, I
forget which...). If ACSTERM is not in one of these locations, it should be
uploaded (now that I think about it, I believe someone mailed me a copy of
it on request...).
              -Richard Hartman
              nep.pgelhausen@ames-vsmb

From -6368796146243009283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e8fd4e630627b64b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-28 21:35:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA (John H. Sangster)
Newsgroups: net.micro.atari8
Subject: Hong's questions
Message-ID: <8603290535.AA04990@mitre-bedford.ARPA>
Date: Sat, 29-Mar-86 00:35:29 EST
Article-I.D.: mitre-be.8603290535.AA04990
Posted: Sat Mar 29 00:35:29 1986
Date-Received: Sun, 30-Mar-86 02:30:17 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 12

The audio output of the 800XL on Pin 3 of the DIN socket is not suitable for
driving a loudspeaker. It has a source impedance of about 830 ohms and requires a
power amplifier to drive a typical 4 or 8-ohm loudspeaker. You can buy a suitable
amplifier
from Radio Shack for $10 or $15 or so. Any amplifier with 0.3 Watt or more of
output should give useable volume, but 5 or more would be good if you want to
demonstrate programs in larger rooms.

If you have a tape recorder available to you, you might be able to use its
amplifier instead of buying one for the purpose.

The audio output of the Atari tends to be rich in harmonics and gives a slightly
harsh sound on high-fidelity loudspeakers. You may find a tone control useful in
your amplifier to reduce this effect.

Good luck and welcome to Atari-land!

                  -John Sangster
                  jhs at mitre-bedford.arpa

From -7919991433226376546
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,9bfb5a00573dd24f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-29 09:57:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA (John H. Sangster)
Newsgroups: net.micro.atari8
Subject: correction to review of OMNIWRITER-80
Message-ID: <8603291757.AA12162@mitre-bedford.ARPA>
Date: Sat, 29-Mar-86 12:57:57 EST
Article-I.D.: mitre-be.8603291757.AA12162
Posted: Sat Mar 29 12:57:57 1986
Date-Received: Tue, 1-Apr-86 05:07:59 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 15

In reviewing my review of CDY's "Omniwriter-80" posted to the net a few weeks ago,
I note that I erroneously stated that "no documentation was supplied" for this
word processor.

This was incorrect. In fact, David Young, the author of OmniWriter-80,
supplied a very complete and useable manual, but I did not have the facilities to
print it when I first
received the disk, so I forgot that
I had it.

I continue to find the 80-column upgrade for my 800XL to be a very
significant enhancement. I look forward to receiving the newly enhanced
version of OmniWriter-80 that I understand David is putting the
finishing touches on at this moment.

-John Sangster
jhs@mitre-bedford.arpa
...ihnp4!linus!mbunix!jhs

From 2681536679319322926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,84b88107b66090c9
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 129c11,84b88107b66090c9
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1986-03-31 02:44:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!tektronix!hplabs!hao!seismo!mcvax!ukc!mf1
From: mf1@ukc.ac.uk (Michael Fischer)
Newsgroups: net.micro.atari8,net.micro
Subject: Re: Using NTSC computers Down Under??
Message-ID: <995@eagle.ukc.ac.uk>
Date: Mon, 31-Mar-86 05:44:26 EST
Article-I.D.: eagle.995

Posted: Mon Mar 31 05:44:26 1986
Date-Received: Thu, 3-Apr-86 04:49:54 EST
References: <352@sask.UUCP>
Reply-To: mf1@ukc.ukc.ac.uk (Michael Fischer)
Distribution: net
Organization: U of Kent at Canterbury, Canterbury, UK
Lines: 16
Xref: linus net.micro.atari8:104 net.micro:12939

,.
I have used North American computers overseas for several years in
varying conditions, with only failure a recent Macintosh power supply,
I assume is Mac's fault. Otherwise performance was perfect. I used
C<64, Vic-20, and Apple2+ with assorted NTST and PAL sets and composite
monitors. NTST sets and monitors work fine, with a faint flicker in
Pakistan, but I think this was due to a 2hz sub-frequency on power
line. With PAL, the picture loses all color, and is rather squat, as
there are 625 scan lines on PAL and 525 on NTST, leaving a large blank
space at top and bottom. Sound carriers on RF mod. vanish also.
However the B/W picture is sharp, if squat. I don't know what RGB
would do.

Michael Fischer
Lecturer in Social Anthropology and Computing
seismo!mcvax!ukc!mf1

From 4608366284249689304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5c75663ccf328327,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-31 10:21:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.0) based on 4.3bsd-beta 6/6/85;
site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!
tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: DOS 2.5 Modification Question
Message-ID: <546@tekigm2.UUCP>
Date: Mon, 31-Mar-86 13:21:34 EST
Article-I.D.: tekigm2.546
Posted: Mon Mar 31 13:21:34 1986
Date-Received: Sat, 5-Apr-86 03:16:22 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 16

Does anyone out in netland know how to modify DOS 2.5 to allow it to see
the additional 128k RAM when you add any of the four 256k RAM expansion
boards to an 800XL or 1200XL? (I realize that only one of the boards
will work with the 1200XL, and I do not remember all of the brand names --
CDY, Byte, Newman (?) and ??.) The point is that I do not like SpartaDOS

or MYDOS and would like to be able to upgrade my 800XL, 1200XL and 130XE all to 256k with DOS 2.5 compatibility. By converting them with the latest board (brand name ???) I can use DOS 2.5, but it will only see 128k RAM, the other 128k beilng invisible. Neil Harris or others at Atari, are you listening? We would like to be able to upgrade all Ataris to 256k (including the 130XE) and have the DOS 2.5 (or DOS 2.6??) see all of the memory. Also have Atari Writer + see all of the 256k RAM. Any suggestions from Atari Corp or from hackerland?

Thanks in advance,
--Bill--

From 1936028817179405799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d5923011a60a196a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-31 13:49:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!drillsys!gatech!seismo!harvard!talcott!panda!teddy!kdj
From: kdj@teddy.UUCP
Newsgroups: net.micro.atari8
Subject: Re: translator disk
Message-ID: <2380@teddy.UUCP>
Date: Mon, 31-Mar-86 16:49:47 EST
Article-I.D.: teddy.2380
Posted: Mon Mar 31 16:49:47 1986
Date-Received: Sat, 5-Apr-86 06:43:58 EST
References: <430@drutx.UUCP>
Reply-To: kdj@teddy.UUCP (Kenneth D. Jordan)
Organization: GenRad, Inc., Concord, Mass.
Lines: 6

> If I recall correctly, you must run that translator program on an 800 (NOT an 800XL) to create the autorun.sys file. So, if you have access to an 800, you'll be all set.
>
> Ken Jordan

From -5645104963069668268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e43437863b4728aa,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-01 08:58:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!decwrl!glacier!oliveb!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: 256k Upgrade/DOS 2.5 Modification

Message-ID: <548@tekigm2.UUCP>
Date: Tue, 1-Apr-86 11:58:14 EST
Article-I.D.: tekigm2.548
Posted: Tue Apr 1 11:58:14 1986
Date-Received: Sat, 5-Apr-86 04:56:39 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 23

Well I did it, I went out and bought two of the RAMBO XL 256k upgrade kits. (My last posting called them the ??? brand as I forgot who they were.) RAMBO XL is put out by ICD, Inc. who also puts out SpartaDOS, US Doubler, etc. I chose them over the original BYTE kluge, the CDY upgrade or the Newman upgrade only due to the ability to use them to upgrade my old faithful 1200XL. (Soon to be renamed the 1200XE, likewise I will rename the 800XL to 800XE.) I still do not like SpartaDOS and in fact since it does not come with the kit, I will for now use Atari DOS 2.5. RAMDOS XL will allow Atariwriter +, BASIC XE and other XE type programs to see 130k RAM. Until DOS 2.5m [2.6] comes out, I will have 130k unuseable RAM. Since RAMBO XL is fairly new, I will post any problems that I encounter when installing it. The instructions that come with it are quite clear both for the 1200XL and for the 800XL. They seem to have thought of everything including which ANTIC chip you have. Is there anyone out there who has already installed RAMBO XL? I do not know if the 130XE version of SynCalc will work -- the instructions only say that SynFile+ was checked. PaperClip is also shown as working -- including the ability to see all 260k RAM. Later....
--Bill--
==========
Tektronix has no interest in Atari and vice versa. Standard disclaimers apply. I merely am a model railroader who is hooked on Atari computers.
==========

From 8118078031717755792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,cb9d573ab0e3cb3e,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-01 09:01:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!decwrl!glacier!oliveb!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Error in Transmission
Message-ID: <549@tekigm2.UUCP>
Date: Tue, 1-Apr-86 12:01:50 EST
Article-I.D.: tekigm2.549
Posted: Tue Apr 1 12:01:50 1986
Date-Received: Sat, 5-Apr-86 04:57:20 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 7

Sorry, the reference to "RAMDOS XL" should have said "RAMBO XL" -- ICD's

DOS is called "SpartaDOS"! Freudian slip I guess.

--Bill--

Neil Harris, where oh where is DOS 2.6 (for 260XE type machines!) or something DOS 2.5 compatible for 260k upgrades.

From 1211233905543353482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,84b88107b66090c9
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-01 16:00:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Using NTSC computers Down Under??
Message-ID: <8604012338.AA08887@mitre-bedford.ARPA>
Date: Tue, 1-Apr-86 19:00:57 EST
Article-I.D.: mitre-be.8604012338.AA08887
Posted: Tue Apr 1 19:00:57 1986
Date-Received: Sat, 5-Apr-86 08:42:27 EST
References: <995@eagle.ukc.ac.uk>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

Power transformers designed for 60 Hz power may overheat when run on 50 Hz
because they don't have enough iron in them and their "leakage inductance"
isn't high enough. This might account for a power supply failure, especially
if the manufacturer was trying to cut costs in the transformer department.

-John Sangster
jhs@mitre-bedford.arpa
...ihnp4!linus!mbunix!jhs

From 2116145996143134718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5c75663ccf328327
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-02 17:18:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!decwrl!glacier!hplabs!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: DOS 2.5 Modification Question - Clarification
Message-ID: <8604021922.AA13285@mitre-bedford.ARPA>
Date: Wed, 2-Apr-86 20:18:44 EST
Article-I.D.: mitre-be.8604021922.AA13285

Posted: Wed Apr 2 20:18:44 1986
Date-Received: Sat, 5-Apr-86 05:28:44 EST
References: <546@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 18

If you buy from CDY what you will want is his OMNIVIEW operating system chip which, among other things, includes the Ramdisk handlers you need. It will also give you 80-column capability, and he includes a very nice word processor. I recommend you also get the Newell RAMROD board (also available from CDY), which lets you keep your standard ATARI O/S chip available at the flip of a switch in case you want to verify that some problem or other is NOT caused by running a non-standard O/S. OMNIVIEW by the way is designed to be more compatible with old 800 software than the new 800XL O/S, so will run many old 800 style programs that require translation to run on the new machines. With the RAMROD board you have sockets for 3 O/S chips. If you don't want to experiment with your own (which you can do in RAM anyway) you probably ought to get CDY's OMNIMONXL O/S to fill the third socket. If you do any Assembly language work, take my word for it, buy OMNIMONXL first and ask questions later.

-John Sangster
jhs@mitre-bedford.arpa
...ihnp4!linus!mbunix!jhs

From -4620980288248993118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5c75663ccf328327
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-02 18:51:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!decwrl!glacier!hplabs!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: DOS 2.5 Modification Question
Message-ID: <8604021902.AA12144@mitre-bedford.ARPA>
Date: Wed, 2-Apr-86 21:51:29 EST
Article-I.D.: mitre-be.8604021902.AA12144
Posted: Wed Apr 2 21:51:29 1986
Date-Received: Sat, 5-Apr-86 05:28:57 EST
References: <546@tekigm2.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 25

Is Newman (?) a real vendor or do you mean Newell Industries? If so, the board that they sell is the same one that CDY supplies -- CDY does the software and sells the package bundled.

Also, it is not necessary to modify DOS itself, although it might have advantages if it knew about the extra buffer space for disk copying etc.

What you really need, though, is driver software to make the memory act like a ramdisk. Once you have that (the beauty of the Atari and all well-designed computer systems), the DOS won't know there's anything funny at all about your ramdisk, it's just another disk (although a darn fast one!). With the ramdisk installed, sector copying is a two-pass operation and is very convenient with MYDOS or any other DOS: Copy the source disk to the Ramdisk in one pass, pull it out and insert the destination disk and copy the Ramdisk to that in the second pass.

Of related interest is a very simple BASIC/ML program by William W. Tan, a Berkely CS student, in the January, 1985 ANALOG magazine. The whole program is about 7 or 8 numbered BASIC statements (though most of them do a lot of work!) and a couple of DATA statements full of machine language. The program turns the 130XE into a fast sector copier that can be run from BASIC. It could easily be modified (on the CDY/Newell board anyway) to use the extra 128K if you needed to do double-density sector copying.

-John Sangster
jhs@mitre-bedford.arpa

From -3846531147421341038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4d3697d0a55c4b1e,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-03 04:28:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: bidirectional ST printer port
Message-ID: <8604021848.AA11023@mitre-bedford.ARPA>
Date: Thu, 3-Apr-86 07:28:50 EST
Article-I.D.: mitre-be.8604021848.AA11023
Posted: Thu Apr 3 07:28:50 1986
Date-Received: Sat, 5-Apr-86 11:04:03 EST
References: <1747@ihlpg.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 14

I'm not an ST owner but I will speculate that the printer port is a standard "PIA" or 68000-family equivalent. (Actually they may well use the 6800 family chip, as it ought to be entirely compatible.) If so, the same wires are both an input and an output. Also, the device control register information can be looked up in a standard PIA data sheet and you will be able to figure out how to program it to be an input.

On the 800XL, the joystick ports are the same way. They are tied to a PIA and are usually used for input. But they can just as well be written to as outputs for special purposes - like hooking up a parallel printer without paying for an expensive interface!

-John Sangster
jhs@mitre-bedford.arpa

From -5138586510320761085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e43437863b4728aa
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-04 10:33:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: 256k Upgrade/DOS 2.5 Modification
Message-ID: <8604041854.AA10298@ucbvax.berkeley.edu>
Date: Fri, 4-Apr-86 13:33:48 EST
Article-I.D.: ucbvax.8604041854.AA10298
Posted: Fri Apr 4 13:33:48 1986
Date-Received: Tue, 8-Apr-86 05:06:07 EST
References: <548@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

I would like to make a couple of points of general interest. First, CDY does
not manufacture its own 256K upgrade. It buys them from Newell and resells
them like any distributor.

Second, I have heard from people about at least 2 problems with the RAMBO
256K upgrade. First, it does not support ANTIC at all. If you put your
screen memory down in the bank area and flip banks your screen goes
away. The Newell version has logic to keep ANTIC in main memory even
when the CPU is switching banks and it has a switch option to allow
ANTIC to follow banked memory. As an example as to why this is important,
I am in the process of converting AtariWriter Plus to work 80 columns.
The only room left to put the 80 column screen was in one of the banks.
This conversion has no chance of working with the Rambo board. The second
problem with the Rambo board is that it does not protect main memory
when banking is occurring. With this board it is possible, for example, to
access zero page or the stack via one of the (illegal) banks in the
$4000-$7FFF range. With the Newell board this dangerous situation is not
possible.

On the positive side, it is nice that the Rambo board will install in a
1200XL. Newell will only do this in house.

David Young

From 7205646014987386842

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,51e1ea39bd4fff69,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-04 12:47:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site laidbak.UUCP
Path: utzoo!decvax!bellcore!ulysses!mhuxr!mhuxt!houxm!ihnp4!laidbak!njd
From: njd@laidbak.UUCP (Nicholas J. DiMasi Jr.)
Newsgroups: net.micro.atari8
Subject: Terminal Emulators
Message-ID: <745@laidbak.UUCP>
Date: Fri, 4-Apr-86 15:47:13 EST
Article-I.D.: laidbak.745
Posted: Fri Apr 4 15:47:13 1986
Date-Received: Sat, 5-Apr-86 11:52:26 EST
Distribution: na
Organization: LAI Chicago
Lines: 39

*** RELINE THIS PLACE WITH YOUR MESS ***

Can anyone tell me how to get a recent version of Kermit for the Atari XL/XE computers? A year ago last month, I got "Kermit for the Atari" (don't have the version # in front of me, sorry) from net.micro.atari, and it has a couple of problems (immediately locks up my 130XE about half the time; after drawing the phone #s on the screen, the autodialer routine CLEARS the screen, then puts the selection-cursor on screen [a psych. test?]). I am considering fixing it, but hoping that there is a more recent version with (at least one of) these problems fixed. How well does the VT52 emulator in Kermit [or is there another term. now] work?

Also, I have seen mention of (what sounds like) a VT100 emulator that is available on Compuserve. Is this guy in the public domain? Can I get a copy somewhere, or would any of you kind folks mail it to me?

I am currently running an "old" APX version of Chameleon, which will emulate an ADM3A properly, but the VT52 emulation mode hasn't worked on any UNIX system I've ever used [AT&T or 4.2BSD], despite deletion of "am:" from the termcap entry (there wasn't an "am:" in the most recent case anyway). (BTW, I hear that ANTIC magazine has a new[?] Chameleon; can anyone tell me if it emulates better terminals [or the VT52 properly] now? I like Chameleon's other features, and will miss them if I abandon it for an emulator that doesn't have them [or attempt to hack them in, maybe?].)

Bruce Langdon sent me ACSTERM (Thanks again, Bruce), but it seems to have serious problems with vi, more,... It could be a termcap problem; we have had to tweak some termcap entries here, and I haven't tried Bruce's modified version yet, but I'm still generally disappointed with all the emulators I've seen (I have recently gotten tired of the ADM3A I guess...).

I would appreciate any information you folks could give me. (Mail or
post as you see fit, this group is very 'quiet' anyway...)

Nick DiMasi
Lachman Associates, Inc.

From -2514324716524263844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f6aa927f71f0d917,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-04 15:20:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpa!dssf
From: dssf@ihlpa.UUCP (d s sand)
Newsgroups: net.micro.atari8
Subject: 800XL - Repair of Keyboards
Message-ID: <1246@ihlpa.UUCP>
Date: Fri, 4-Apr-86 18:20:55 EST
Article-I.D.: ihlpa.1246
Posted: Fri Apr 4 18:20:55 1986
Date-Received: Wed, 9-Apr-86 09:48:07 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 135

This note is in response to the parent article of:

> Subject: Re: quick repair/replacement of 800XL for tax time...
> >From: jackson@TTIDCB.UUCP
> Organization: Transaction Technology, Inc. (CitiCorp), Santa Monica
> Sender: daemon@ucbvax.BERKELEY.EDU

The original note referred to an 800XL keyboard with
one (or more) non-functioning keys.
The only suggestion posted that I saw said:
     a) buy a new one (they're inexpensive), or
     b) clean the keyboard plug/jack inside the cabinet.
From my experience, the problem might be elsewhere,
and easily repaired (without opening the cabinet).

I purchased two 800XLs about a year ago
(both were manufactured in the summer and fall of '84),
and each had one or more non-functioning keys.
In each case, adjusting the springs inside the
bad keys fixed the problem.
If you open the cabinet and disassemble the keyboard,
you will see that it is really a membrane pad
with individual key-contacts activated by springs
depressed by the full-travel keycap.
The force applied by the spring must be enough

to compress the contact pad, but not too much
so the key doesn't feel too stiff.
The springs probably are correct at time of
manufacture, but weaken with age.
The fix is to "stretch" the spring a little,
so that its rest-length is somewhat longer,
resulting in more force when the key is depressed.

The keyboard membrane assembly seems to be well
protected from internal contamination
such as dirt or dust (but probably not
liquids), although several years of
normal aging might corrode the contacts.
Problems with key spring tension are common,
and likely if one or more isolated keys
don't function. (However, if several keys
adjacent in a row or column are all bad,
then it might be the plug/jack, since
the keys are sensed by a matrix of contacts.)

Assuming the key spring is at fault,
the fix is roughly as follows:

0. !Don't! disassemble the cabinet.

1. Power up the 800XL (with display,
   but without peripherals or cartridge),
   with the 'option' key depressed
   (or in Basic, enter 'bye') --
   this should give the self-diagnostic menu.

2. Select the keyboard-test option,
   and manually test each key,
   noting which keys don't respond.

3. Turn power off.

4. Remove the keycap* and assembly
   from one of the bad keys. There
   are several parts (the keycap,
   the spring, and one or two more).
   If you have strong fingers, the keycap
   can be lifted off directly by holding it.
   Otherwise, try to gently pry it loose
   using some sort of tool hooked under the
   keycap edge, preferably with two hooks
   on opposite sides of the cap. An IC
   extractor will work. Don't squeeze the
   keycap very hard - it is soft plastic.
   The other parts may come out with the
   keycap, or you may need tweezers for them.
   If you look in the hole where the keycap
   was, you will see the membrane pad at

the bottom.

5. Power up and enter the keyboard-test
   routine again.

6. Insert a Q-tip (or other soft but stiff
   probe) into the key hole, so it
   touches the plastic membrane pad.
   Press the Q-tip with moderate force -
   about the same pressure you would use
   to depress a normal key.
   The screen should indicate key contact.
   (If not, the problem is elsewhere.)

7. Measure the length of the spring,
   and stretch it enough so that its new length
   at rest is about 1/8" longer
   (do it in small increments - springs
   like this are easy to permanently stretch,
   but very difficult to "unstretch").

8. Reassemble the keycap and parts -
   this can be done with power on -
   the key should now register correctly.
   If not, the spring may need more stretching,
   so repeat steps 4 - 8 on this key.
   (Also, the keycap and other parts might
   be sticking somewhat, and a very small
   amount of lubrication (eg, vaseline)
   might help - but try to avoid this.)

9. Do steps 4 - 8 on each remaining key.

Steps 3 and 5 (power down and up)
are not really necessary if you are
careful - removing the keycaps should
have no affect other than multiple
key strokes. However, you might
want to have power off the first
time you try to remove a keycap.

* Most of the keycaps are plastic,
  but the 'reset', .. .'help' keys
  are flimsy metal. These keys are
  are easy to bend, but this can
  be avoided if the cabinet is
  disassembled first, which gives
  plenty of room to push the key
  tops out from below. It is better
  to reassemble the cabinet before
  powering up again. Opening the cabinet
  doesn't help with the plastic
  keys because they are all packed

```
  together, so don't go to the trouble
  of cabinet disassembly for them
  unless you really need to.


From 4178364517371475702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,159bbe985c65160f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-05 00:11:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcc6!sdcc12!wa60
From: wa60@sdcc12.UUCP (paul van de graaf{})
Newsgroups: net.micro.atari8
Subject: Getting Action! to run monitor commands from a program
Message-ID: <567@sdcc12.UUCP>
Date: Sat, 5-Apr-86 03:11:38 EST
Article-I.D.: sdcc12.567
Posted: Sat Apr  5 03:11:38 1986
Date-Received: Tue, 8-Apr-86 06:14:27 EST
Organization: U.C. San Diego, Academic Computer Center
Lines: 135

This routine was originally requested by Alan J. Broder (ajb@mitre.arpa), but
Mitre's mailer seems to believe he doesn't exist, so I'm posting it here.
It runs a monitor command by filling Action!'s input buffer and making direct
hooks into command line parsing routines.  Mr. Broder seems to think that it
is necessary to have such a routine to write a decent Unix-like shell.

As far as my Unix-like shell goes, I'm not that keen on making direct hooks into
the cartridge like this.  Since there are a number of versions of the cartridge,
I can't tell how portable it'd be.  A more portable way of doing this might be
to set up a video blank interrupt which force-feeds the keyboard handler with
keystrokes.  You could also use this idea to make batch or make files.

My preliminary design of the shell calls for it to steal DOSVEC and use a built-
in command ("DOS") to get to DOS.  So to get into the shell, you'd type "D" at
the monitor, and from there you'd type "DOS" to get DOS.  I hope to hide the
shell in the memory underneath the cartridge and then copy it into memory when
it's needed-- like DOS XL.  In a future post, I'll explain how to do that.

So far, I've started writing code for parsing & expanding the arguments.  I've
also got an old routine I wrote which loads & runs binary load files.  I'll
adapt it so that it passes the arguments to the programs.  Interface to the
programs would be similar to Unix and C.  For example here's an off-the-cuff
Echo program:

PROC main(BYTE argc, CARD POINTER argv)
  CHAR ARRAY arg
  BYTE i

  FOR i = 0 TO argc DO
```

```
    arg = argv
    Print(arg)
    Put(' )
    argv ==+ 2
  OD
  PutE()
RETURN
```

I've thought out how to handle re-direction and pipes. Pipes will have to be done with temporary files, I'm afraid. But with a ramdisk, it won't be so bad. I'm not sure if I'll make the shell programable, or add in facilities for variables-- there might not be room for all that. It'll be a while before I finish it, so if you have any suggestions I'd like to hear them.

Paul van de Graaf U. C. San Diego

```
;---CUT HERE---
; Monitor Routine
; by Paul van de Graaf
;
; This routine runs a command on the
; Action! cartridge's monitor.
; It works for version 3.6 of the
; cartridge. I make no guarantee it'll
; work with other versions.
; Your mileage may vary.
; For demo purposes, I have included a
; pico-shell main routine.

; Location of monitor command
; jump table.

DEFINE MONCMDS = "$AF3D"

; mbuf:    Action! input buffer
; bank:    Current cartridge
;          memory bank
; bank0:   a write turns on bank 0
; bank3:   a write turns on bank 3
; DSPFLG:  controls whether certain
;          control chars are visable
; aux:     not certain of function,
;          but Action! parsing
;          routines play with it.

MODULE
CHAR ARRAY mbuf = $590
BYTE bank  = $04C9, bank0  = $D500,
     bank3 = $D503, DSPFLG = $02FE,
     aux   = $8C

; Routines in the Action! cartridge
; we have to hook into.  Parse 1 & 2
```

```
; do some rather gnarly parsing of
; input by calling some of the compiler
; routines.  I haven't figured out
; very much of this code.  Decode is
; a simple jump table decode routine
; which jumps to the code for the
; various monitor commands.

PROC Parse1=$B557(CHAR ARRAY cmdline,
                  BYTE aux)
PROC Parse2=$B363()
PROC Decode=$B6F4(BYTE cmd,
                  CARD jmptab)

; Monitor routine:
;
; Bank switches in bank 3,
; because the jump table is
; on that page.  Not sure if
; the 2 Pokes are necessary,
; but the regular monitor
; routine does them.  DSPFLG
; is reset because of a side-
; effect of the Parse routines.

PROC Monitor(CHAR ARRAY command)

  IF command(0) > 0 THEN
    Scopy(mbuf,command)
    Poke($91,0)  Poke($98,0)
    bank = 3     bank3 = 3
    Parse1(mbuf,aux+1)
    Parse2()
    Decode(mbuf(1)%$20,MONCMDS)
    bank = 0     bank0 = 0
    DSPFLG = 0
  FI
RETURN

PROC Main()
  CHAR ARRAY line(255)

  DO
    Put('>)
    InputS(line)
    IF SCompare(line,"EXIT") = 0
      THEN EXIT
    ELSE
      Monitor(line)
    FI
  OD
  PutE()
RETURN
```

From 5107616150685229758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2ccc79458535f09c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-05 10:51:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!harvard!talcott!panda!genrad!decvax!tektronix!tekig5!tekigm!tekigm2!
wrd
From: wrd@tekigm2.UUCP
Newsgroups: net.micro.atari8
Subject: 256k Upgrade Continued
Message-ID: <558@tekigm2.UUCP>
Date: Sat, 5-Apr-86 13:51:24 EST
Article-I.D.: tekigm2.558
Posted: Sat Apr 5 13:51:24 1986
Date-Received: Wed, 9-Apr-86 23:27:53 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 40

Yes, I did mean Newell not Newman. However, I ended up purchasing the
RAMBO XL from ICD as it is installable in a 1200XL. My goal is to get
all three of my computers up to the same speed, same memory, etc. Since
I have a 130XE, 800XL and 1200XL -- Newell or CDY would not allow me to
do this. The local computer store who has been selling both versions are
now reporting that the RAMBO XL is outselling the Newell by a considerable
margin. It is set up to run SpartaDOS but apparently with slight modifiations
(hardware or software?) it can be made to run MYDOS. As it stands, when I
finish both installations, I can utilize all of my existing XE software as
it will make both my 800XL and 1200XL look like 130XE's. My point was to
try to get useage of the additional 128k RAM without going to non Atari
DOS 2.5 compatability. However, I think that if I could disassemble the
RAMDISK.COM file, I could achieve this. (Assuming, a, I knew what
I was doing, and b, could figure out how to disassemble it. I guess I
need to buy the assembley/assembler cart or disk from I think Atari.) I am
sorry, but I do not think CDY software/hardware is worth the non-compatibility
with all of my Atari 2.5 disks. It was a pain to convert from DOS 3.0 and 2.0
to 2.5 and I do not want to go through that again. Especially since most
software coming out (including each month's ANTIC disk) is in the DOS 2.5
format. I personally have never had a problem with non-XL OS software. I
got a translator disk when they first came out and until last week never
had a piece of software that required it. I now have two games that I down
loaded from a local BBS that do require the translator, but since no one
seems to like the games anyway, it is a moot point. Most of the commercial
software (business type) seemed to follow legal Atari schemes and work just
fine on both XL and XE models. I have not had a problem with the 1200XL
either, even though it is supposed to have an even odder OS. Whatever
its' problem is I do not know as it works fine with everything. Having
never had one of the 800's, and not being a very intelligent hacker, I
have never developed any programs that are not XL compatible. The only
real interesting things I have been experiencing lately with the 130XE

is that at the start of some of the games that I have been downloading from the BBS, I get what appears to be a screen of funny things that look like my 130XE is bank switching, but after a few seconds it clears up and the game title screen appears. Probably these games were designed for the 800 and feature the abiliy of four joysticks. Somehow joysticks 3 and 4 are activating the memory banks momentarily or something, since as I understand it that is the location of the XE bank selection memory now.
Sorry to be so long winded.
--Bill--

From -4016731083162233453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6e4b305196985a04,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-07 06:07:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!mitre.arpa!
abrams
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari8
Subject: 40 column UNIX output wanted
Message-ID: <8604051223.AA19642@mitre.ARPA>
Date: Mon, 7-Apr-86 09:07:45 EST
Article-I.D.: mitre.8604051223.AA19642
Posted: Mon Apr 7 09:07:45 1986
Date-Received: Wed, 9-Apr-86 22:32:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 20

When I use AMODEM or any other terminal emulator program which uses the Atari's normal 40 column display, I have much difficulty in reading the output. Does anyone know how to tell UNIX to fold the lines at 40 columns? Perhaps there is a termcap; perhaps a stty command?

Probably it would be useful to go back to 80 column mode when doing a file transfer. On the subject of file transfer, does anyone know of a wel tested XMODEM for UNIX? I'd like to uses AMODEM with reliable transfer if possible.

Normally I use VT10SQ to get 80 column display, but it lacks any file transfer. Is there a VT-100 emulator with file transfer? That would be another way of solving the problem.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
  The MITRE Corporation, 1820 Dolley Madison Blvd.
  Mail Stop W458, Mc Lean, VA   22102

From -7417099221931330968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5f3ce43ff0329838,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-07 07:03:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!mitre.arpa!
camis..ajb
From: camis..ajb@MITRE.ARPA (ajb@mitre)
Newsgroups: net.micro.atari8
Subject: Re: Monitor command from Action!
Message-ID: <8604071503.AA06679@mitre.ARPA>
Date: Mon, 7-Apr-86 10:03:54 EST
Article-I.D.: mitre.8604071503.AA06679
Posted: Mon Apr 7 10:03:54 1986
Date-Received: Wed, 9-Apr-86 23:04:33 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 11

To: Paul van de Graaf

Thanks for the monitor routine. I would like to send mail to your directly
regarding it. Please send me your Arpanet address. I really DO have a valid
arpanet address it is ajb@mitre . My mailer messes up the return address
when I mail things, so when you try to reply, an invalid address is used.
Instead just specify "ajb@mitre" by hand and it will work.

         Alan J. Broder
         ajb@mitre

From -6616220868837729621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,51e1ea39bd4fff69
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-07 08:25:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.0) based on 4.3bsd-beta 6/6/85;
site tekigm2.UUCP
Path: utzoo!decvax!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: Terminal Emulators
Message-ID: <561@tekigm2.UUCP>
Date: Mon, 7-Apr-86 11:25:09 EST
Article-I.D.: tekigm2.561
Posted: Mon Apr 7 11:25:09 1986
Date-Received: Tue, 8-Apr-86 02:12:52 EST
References: <745@laidbak.UUCP>

Distribution: na
Organization: Tektronix, Inc., Beaverton, OR
Lines: 9

I have been running the next to the last version of the ANTIC magazine's
Chameleon and it works fine with 4.2BSD Unix. I am not sure what the
diffence is but the currently advertised ANTIC version is up one number
(am not at home, so do not remember what v.xx number it is). The termcap
that is in the doc. works fine. I go from an Atari 130XE with either
a 1030 modem (300 baud) or a Hayes compatible modem/850 interface (1200 baud)
combo with no problems. I am porting to a Tektronix Gould machine (tekigm2).
I think that it is available from ANTIC for $19.95 which is a bargain.
		--Bill--

From 5631878331769390637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,78d63b9744ad2a73,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-07 15:43:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!
seismo!harvard!talcott!panda!genrad!decvax!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: 256k Upgrades
Message-ID: <564@tekigm2.UUCP>
Date: Mon, 7-Apr-86 18:43:17 EST
Article-I.D.: tekigm2.564
Posted: Mon Apr 7 18:43:17 1986
Date-Received: Fri, 11-Apr-86 01:22:54 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 20

Does anyone have any answers (or questions) in regards to David Young's
comments to me about the RAMBO XL board vs the Newall board? If I had
of known that a Newell board would work in an 1200XL I might have gone
that way. However, I did not. His comments about it not switching the
ANTIC chip worry me, but it seeminly is contracdicted by the instructions
which (admittedly prejudiced) say that RAMBO XL is 100% compatible with
Atari Writer+, BASIC XE, Paper Clip, Synfile+ and others? What does
Young's comments really mean?

Also, does anyone feel (as I do) that Young's scheme of using one of the
additional 16k banks for his Atariwriter+ 80 col scheme is NOT the way
to go?   Why use up some of the additional memory when you have 16k available
to you at the cartridge slot? (Either use a cartridge or at least use
the 16k memory allocated for the cart.) Personally, I put out a magazine
using Atarwriter+ as my wordprocessor and believe you me -- I use all of
the memory of my 130XE. There is not 16k available for his 80 col. soft-
ware/firmware. Does some of the CDY stuff already use the cartridge 16k
memory allocated?

--Bill--

From -1765059517044195758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,78d63b9744ad2a73
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-08 05:03:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: 256k Upgrades
Message-ID: <8604081310.AA04316@ucbvax.berkeley.edu>
Date: Tue, 8-Apr-86 08:03:26 EST
Article-I.D.: ucbvax.8604081310.AA04316
Posted: Tue Apr 8 08:03:26 1986
Date-Received: Thu, 10-Apr-86 07:13:04 EST
References: <564@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 44

Since Bill has expressed curiosity about some of the details of my AtariWriter Plus conversion to 80 columns, I will talk a little bit more about it since it might be of general interest.

AW+ uses the extra memory of the 130XE (or compatible) in a kludgy sort of way. (At least it appears to be kludgy; I have not used the word processor enough to speak from experience.) Of the 5 16K banks that map into the $4000-$7FFF range, the first 3 (the main bank and the first 2 extended banks) are used as 3 independent 16K text buffers. The fourth is used as the kill buffer and the fifth is largly unused: only the first 4K is used for miscellaneous routines. That leaves 12K of this bank unused. HMMM. Plenty of room for the 8K 80 column screen if only we could get Antic to look up there.

Now Bill was wondering why I do not use the cartridge area for the 80 column screen. The answer is that all that area has already been used by the program. It is true that there is about 1K at the top of memory that is used for the 40 column screen, but that is way too small for the 80 column screen.

Back at the original problem, how do we get Antic to look way up into that last extended bank? Pondering this question, I was suddenly struck by ATARI's foresight (and Newell's for following the same convention in his 256KXL) of giving us the control over the Antic to force it to stay with the main memory bank even when the CPU is off looking at other banks. What if I were to rearrange the order in which the banks are used so that the last bank (the one with the free 12K) becomes the main bank? Then I could leave bit 5 of $D301 high, forcing Antic to look at my 80 column screen while the

CPU was off merrily flipping banks.

That is exactly what I have done. Fortunately, redefining the order of the banks was easy; there are 5 little routines used to select each of the 5 banks. I merely swapped the bank address in the first and last routine.

Unfortunately, the rest of the conversion has been very tedious. In my opinion, the program is quite poorly written. The screen output is not at all elegant or structured. It is brute force and spread out in bits and pieces throughout the code. However, the conversion is about 90% complete and I hope to have it finished by June 1st. It will take the form of a binary load file that will be appended to the AP.OBJ file on the AtariWriter Plus disk.

David Young

From -3399993232411935364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,de44f99b2f9ded91,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,de44f99b2f9ded91,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-04-08 07:49:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rose3.UUCP
Path: utzoo!watmath!thunder!mmm!rosevax!rose3!kent
From: kent@rose3.UUCP (Kent Schnaith)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Missing atari news
Message-ID: <149@rose3.UUCP>
Date: Tue, 8-Apr-86 10:49:23 EST
Article-I.D.: rose3.149
Posted: Tue Apr 8 10:49:23 1986
Date-Received: Sat, 12-Apr-86 01:30:41 EST
Distribution: net
Organization: Rosemount Inc., Minneapolis, MN
Lines: 6
Xref: watmath net.micro.atari8:142 net.micro.atari16:409

I haven't seen any atari news since the net.micro.atari8 and
net.micro.atari16 newsgroups were created.

This is a test message.

Would someone somewhere please look into the problem.

From -7748194061586252141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,68b2ddd148bfb027,start
X-Google-Attributes: gid15c82e,public

X-Google-ArrivalTime: 1986-04-08 09:18:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.0) based on 4.3bsd-beta 6/6/85; site tekigm2.UUCP
Path: utzoo!linus!decvax!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: 256k Upgrade Clarification
Message-ID: <566@tekigm2.UUCP>
Date: Tue, 8-Apr-86 12:18:00 EST
Article-I.D.: tekigm2.566
Posted: Tue Apr 8 12:18:00 1986
Date-Received: Fri, 11-Apr-86 08:44:24 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 21
Keywords: Compatiability

David Young (CDY) has called me to task for saying that both the Newell and the RAMBO XL are incompatible with Atari DOS 2.5. Maybe that is what it sounded like, but what I meant to say was that Atari DOS 2.5 when it sets up Ramdisk D8: does not see the full 256k RAM. Instead DOS 2.5's D8 Ramdisk sees another "plain jane" 130XE and does not know about the additional 130k RAM available. What I would like from anyone is a DOS 2.5 compatible DOS that would see the additional 130k RAM and set up D8 with the additional RAM for a SuperRamDisk.   Atariwriter+ should also see the additional RAM as expanded banks, or as additional banks. At the present time Atariwriter+ sees the banks thru the use of the Option B command, but AW+ only knows about four 16k banks. Can AW+ be made to see four 48k banks or 12 l6k banks? There are some DOS's out there now that do some or all of this, but they sacrifice compatibility with DOS 2.5. I also like the menu driven format of DOS 2.5, not some of the other "command" type DOS's.

```
        o(((((                                        )))))))o
     ooOO(((((                                        )))))))OOoo
oooooooOOOOOO(((((building rock walls around my cave....)))))))OOOOOOOooooo
```

From 4613932634101789639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,16ff72c569961d79,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-08 13:19:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!hplabs!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: circuit for converting NTSC to RGB or luminance/chroma to RGB
Message-ID: <8604082030.AA21882@mitre-bedford.ARPA>

Date: Tue, 8-Apr-86 16:19:06 EST
Article-I.D.: mitre-be.8604082030.AA21882
Posted: Tue Apr 8 16:19:06 1986
Date-Received: Thu, 10-Apr-86 20:50:47 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 48

I still haven't gotten a circuit from my cousin for producing RGB from NTSC etc., but I just got a new Signetics manual and I think the answer lies therein.

Reference: Signetics Linear Data and Applications Manual, Vol II, 1985. Page 8-269, data sheet on TDA3563, "NTSC Decoder with RGB Inputs", and Application Note AN156, Page 9-271, "Application of the NTSC Decoder: TDA3563."

The Application Note gives a complete schematic and explanation of how to use the decoder. It should be straightforward to build up a working unit, with only a couple of details to figure out.

For ST owners, this circuit (Figure 3, p. 9-271) will give the capability of driving the ST color monitor from your VCR with excellent picture quality, or hooking the RGB monitor to a computer or other device which provides only NTSC composite output. For 800XL owners, or others who have a source of both luminance and chroma signals on SEPARATE WIRES, it could be modified trivially to take these two inputs and produce essentially full resolution RGB displays if you have a high-quality RGB monitor lurking about. E.g. 800XL owners planning to upgrade later to the ST family could buy an RGB monitor now, build the circuit and use the RGB monitor with the 800XL with much better image quality than available on a composite monitor, then later use the same monitor with their ST. (You will have to wire up some resistors inside your 800XL to an unused pin of the monitor jack to bring out chroma, but it is easy to do.) I haven't seen the results myself, but I have it on good authority that once you have seen the color image quality you will get on an RGB monitor with this circuit, driven by separate luminance and chroma inputs, you won't ever want to go back to using a TV set or composite monitor! (WARNING: If you drive it with composite, where chroma has been band-limited and mixed with luminance, the image will be only as good as on a good composite monitor.)

Anybody needing a copy of the data sheet and application note and ABSOLUTELY UNABLE TO FIND IT LOCALLY may send me a SASE at

John H. Sangster
9 Bellevue Road
Wellesley Hills, MA 02181.

and I will TRY to get a copy to you in a reasonable amount of time. If the response is small there will be no problem but I make no guarantees if I get a flood of requests. NOTE: Your local SIGNETICS rep should be able to get you a copy of the Application Note, or some engineer you know should be able to dig it up at work. Please ask me to copy it only as a last resort. Thanks!

-John Sangster
jhs@mitre-bedford.arpa
...!ihnp4!linus!mbunix!jhs

From 1404834582225312534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fb151fb2fab665a5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-08 22:17:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!ritvaxa.BITNET!jeb6589
From: jeb6589@RITVAXA.BITNET (Jim Berg)
Newsgroups: net.micro.atari8
Subject: VT-100 Terminal program
Message-ID: <8604090616.AA19585@ucbvax.berkeley.edu>
Date: Wed, 9-Apr-86 01:17:39 EST
Article-I.D.: ucbvax.8604090616.AA19585
Posted: Wed Apr 9 01:17:39 1986
Date-Received: Thu, 10-Apr-86 07:47:34 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Instittute of Technology, Rochester, NY
Lines: 14

I don't know if the new version of Chameleon (4.03) works with 4.2BSD systems or not, but for $19.95 it might be worth the risk. The new version does support KERMIT along with XMODEM (MODEM7) file transfer.

I do have the vt100 emulator you mentioned and it is public domain. If you want I can upload it here, uuencode it, and mail it to those interested. I can't guarentee if uuencode/uudecode won't affect it, but they shouldn't.

I know it works with vi, but I couldn't seem to get it to work at 1200 baud. I have two versions, one which is all set for the 850 interface (I think) and one which needs and R: handler prepended too it.

If there is interest I could post it to the newsgroup. The one lacking the handler is 67 sectors (about 8K). So guess it wouldn't be too big to post, it will actually (read likely) be posted from our unix machine.

Jim

From -4784077834034504909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3c26eb682e87bf6a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-09 13:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!glacier!oliveb!
felix!scgvaxd!muddcs!edemong
From: edemong@muddcs.UUCP (Eben Demong)
Newsgroups: net.micro.atari8
Subject: Robot Wars

Message-ID: <402@muddcs.UUCP>
Date: Wed, 9-Apr-86 16:00:00 EST
Article-I.D.: muddcs.402
Posted: Wed Apr 9 16:00:00 1986
Date-Received: Sat, 12-Apr-86 22:55:44 EST
Distribution: net
Organization: Harvey Mudd College, Claremont, CA
Lines: 21

Hello all,
     I recently found a game which I really like. It's called Robot Wars. It is a pretty old game, but it has just enough complexity to be interesting to me as a programmer. In the game, you program robots using a simple language. Then you place them on the battlefield with other robots and see what happens. After the robot has been created, you have no control over it. All you can do is look for improvements to build into your next robot program.
     All of this is fine. The only problem is that the game is written for the Apple (cough) computer. (I couldn't resist)
     Does anyone out there know if this program is available for the Atari 8-bits?   Please post or reply by e-mail. Thanks in advance.

Have a day.
Eb.

{ihnp4,allegra,seismo}!scgvaxd!muddcs!edemong

From 8505802875259071362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,51e1ea39bd4fff69
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-09 18:06:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!decwrl!glacier!oliveb!tolerant!mordor!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari8
Subject: Re: Terminal Emulators
Message-ID: <213@lll-lcc.UUcp>
Date: Wed, 9-Apr-86 21:06:46 EST
Article-I.D.: lll-lcc.213
Posted: Wed Apr 9 21:06:46 1986
Date-Received: Thu, 10-Apr-86 23:41:06 EST
References: <745@laidbak.UUCP>
Distribution: na
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 12
Summary: What troubles does ACSTERM have with UNIX??

In article <745@laidbak.UUCP>, njd@laidbak.UUCP (Nicholas J. DiMasi Jr.) writes:
>
> ACSTERM ... seems to
> have serious problems with vi, more,... It could be a termcap problem;
> we have had to tweak some termcap entries here...

That's puzzling. I have used it with vi and more on 4.2 systems at Berkeley
and this Pyramid. It works. Has anyone else info on this?
The only problems I've found have been with R: handlers that meddle with
ASCII ~ { | } etc. characters. I had to change the R-Verter handler
(fortunately they provide the source). No trouble with ACSTERM on
an 850 and Hayes.

From -5055747279681671269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5f331d23d8d8c304,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-10 07:14:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcc6!sdcc12!wa60
From: wa60@sdcc12.UUCP (paul van de graaf{})
Newsgroups: net.micro.atari8
Subject: Anyone have a good method to detect the presence of Ramdisks?
Message-ID: <574@sdcc12.UUCP>
Date: Thu, 10-Apr-86 10:14:53 EST
Article-I.D.: sdcc12.574
Posted: Thu Apr 10 10:14:53 1986
Date-Received: Sat, 12-Apr-86 22:48:19 EST
Organization: U.C. San Diego, Academic Computer Center
Lines: 25

I have an application that needs to detect the presence of Ramdisks,
and the particular drive number each resides. It's fairly easy to detect
whether a machine has 130XE compatible memory expansion, but hard to cleanly
figure out whether the it's used as a Ramdisk, and if so which drive number.
Not to mention the Ramdisks which aren't XE compatible!

So far, All I've come up with is this: I go through all of the disk
drives, and attempt to read each drive's directory. If there's an error,
I assume there's no drive present, otherwise I time how long it takes to
read the directory. If it's under a second or so, I assume it's a Ramdisk.

This works OK, but it's rather slow. Especially because of the long
time-outs on a failed open of a directory. I tried using the Get Status
Command of the CIO routine which is conciderably faster, but it fails to
detect Ramdisks, because they obviously can't reply to serial bus commands.

Anybody have a better solution? I've considered using a configuration
file, but I'd like to automate the proceedure so the user needn't bother
with such stuff.

Thanks in advance,

Paul van de Graaf Usenet: sdcsvax!sdcc12!wa60
@ U. C. San Diego Arpanet: wa60%sdcc12@ucsd.arpa

From -7645183158739829150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,68b2ddd148bfb027
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-10 21:56:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: 256k Upgrade Clarification
Message-ID: <8604102040.AA27155@mitre-bedford.ARPA>
Date: Fri, 11-Apr-86 00:56:53 EST
Article-I.D.: mitre-be.8604102040.AA27155
Posted: Fri Apr 11 00:56:53 1986
Date-Received: Sat, 12-Apr-86 04:28:51 EST
References: <566@tekigm2.UUCP>
Sender: uucp@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 52

The Newell 256KXL upgrade by itself just makes an 800XL (or whatever) have 256K of memory, accessible as 65K of normal memory plus 12 16K banks that can be switched into the region from 16K to 32K in place of the normal memory that is there, under the control of $D301. It is merely a highly compatible extension of the 130XE architecture to twice the memory.

DOS software per se has no knowledge of ramdisks that might be implemented on a 130XE or 256KXL-modified 800XL. To DOS, a disk is a disk is a disk.

To make the memory into a ramdisk, an additional piece of software called a ramdisk handler has to be supplied. It takes care of making the extra memory look exactly like a disk to DOS (any DOS).

If you buy 256KXL and OMNIVIEW256 from CDY, you get in OMNIVIEW (aside from an 80-column screen display and other goodies) the ramdisk handler software, and it is ROM-resident so you never have to worry about it except for loading and running a 1-sector program to "install" it -- setting up the right vectors and values in tables so that DOS can find it. If you use CDY's INSTALL program, you get a 720-sector SS/SD disk lookalike which all DOS versions can deal with as such. You can do "J" sector copies to and from it just as though it was a normal DOS 2.0 compatible disk. CDY supplies MYDOS with the hardware upgrade, and MYDOS will let you configure the disk to (I believe) any oddball number of sectors you want, and certainly to act like a double-density disk or one slightly larger with 1500+ sectors. You get to specify the sequence in which banks are used, and the MYDOS manual tells you which sequence to use for which

configuration. However, the CDY-supplied ramdisk works just fine with every DOS I have tried, not just with MYDOS, in the SS/SD configuration.

In particular, with the software provided by CDY, I have been running a standard 720-sector disk, which I use to do sector-for-sector copies of whole disks with one physical drive, and simultaneously the 130XE ramdisk, which has around 500 sectors. It is possible to copy files to this disk, put certain ones on the full-sized disk, and then copy the full-sized disk out to a "real" disk. This is very convenient for making up several different disks with various combinations of files on them.

Anyway, whatever DOS you have, you don't need to change the DOS but only to get the right ramdisk handler software to make the DOS see the memory as a disk. If you bought the RAMBO hardware, perhaps the manufacturer can sell you the necessary handler package. If not, maybe somebody out there in net-land can help you. Possibly you could even buy OMNIVIEW256 from CDY and get it to work with your RAMBO memory upgrade. It ought to work fine if the RAMBO product is 130XE compatible. Believe me, having 80 column capability is mighty nice if you do any program or text editing. Also it would make your BASIC math functions work noticeably faster and would let you run old 800 software with less hassle.

Good luck!

-John Sangster
jhs@mitre-bedford.arpa
...!ihnp4!linus!mbunix!jhs

From 3474418035864785568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,daa8a203ddc38ee7,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-11 14:02:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.com!JRCooper.PA
From: JRCooper.PA@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Using Terminal Software without a modem
Message-ID: <860411-140818-1060@Xerox>
Date: Fri, 11-Apr-86 17:02:00 EST
Article-I.D.: Xerox.860411-140818-1060
Posted: Fri Apr 11 17:02:00 1986
Date-Received: Mon, 14-Apr-86 05:52:22 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 36

I need some help in utilizing some of the features of a terminal
software package without having a Modem attached to the computer.

I have recently purchased a terminal package that is supposed to allow

me to convert data files from another related software package into a DOS readable format. Then, once the file is DOS accessable, the file can be sent over the phone lines. The trouble is, I have a MPP 1000c type modem* with it's own terminal package in cartridge form and the new software wants to see a Modem at the serial port before it will show even the first configuration menu.

>>>>My question is: What constitutes a "MODEM ERROR" in the Atari Computers, and how might I be able to fool the machine (an 800 or a 130XE) into believing that a Modem is properly attached to the serial port.

Also, would I be able to use the MPP Modem with an adaptor cable (does anybody know what the pin-out connections are for MPP->Joystick Interface?) to hook it onto the serial port?

*the MPP modem communicates via the joystick port and allows any DOS accessable file to be transferred.

If it is of any use, the Terminal Program that I am trying to use is called MidiCom and is manufactured by Hybrid Arts, Inc. of Los Angeles. The Data files are written by other Hybrid Arts software packages that Catalog and store information recieved from MIDI music synthesizers.

I appreciate any help anybody can offer in getting my files out onto phone lines. If all else fails I will have to break down and buy a cheap modem somewhere. (but that is what I am trying to avoid.....)

Thanks in advance,

Jim Cooper <JRCooper.pa@Xerox.Com>

From -5999699859640565915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d53acdeafee6054f
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-11 15:10:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!sask!gammo
From: gammo@sask.UUCP (Louay Gammo)
Newsgroups: net.micro.atari8
Subject: Re: ACTION! plea, once again
Message-ID: <358@sask.UUCP>
Date: Fri, 11-Apr-86 18:10:52 EST
Article-I.D.: sask.358
Posted: Fri Apr 11 18:10:52 1986
Date-Received: Sat, 12-Apr-86 04:52:55 EST
References: <8603101331.AA19883@mitre.ARPA>
Organization: University of Saskatchewan, CANADA
Lines: 45

> I'm reposting this due to Net problems reported to me by SRI.
>
> I'm trying this request for help one more time. My first request yielded
> no responses...
> I need to know several things about advanced programming in ACTION! :
>
>   1) Is it possible to "chain" ACTION! programs (load in and
>   execute a new program at termination of first program).
>
>   2) Is it possible to invoke the ACTION! compiler from within
>   a program. (lets say that I have a source file on disk
>   and I wish to have a program invoke the compiler to
>   compile the file from disk into memory). All you
>   probably need is the entry point that the ACTION! monitor
>   calls when you type the "C" command; as well as knowing
>   where this routine expects to find the file name.
>
>   3) Is there some magical document that explains the above
>   and other mysteries (e.g. symbol table format ...)
>
> Please (!!!!!!) reply with ANY information to me at the following
> address.
>
>
>   Alan J. Broder
>   ajb@mitre.arpa
>   (703)883-5614 (office - voice)
Line Eater. Line Eater. You cannot Eat me this Time.

I'm not exactly sure how this works, but I believe that you can chain
programs by using the XIO routine. Compile the program that you wish
to chain and save the compiled version to disk. When you want to run
the second program, execute an XIO call with the number for loading a
program. This will cause the second program to run. The first program
has to have a starting address when it was saved. I have never done
this before, my books are at home, and this is not my account so I
don't have access to the net normally. Nothing here is guarranteed
to work, but it is something to work with.

Jamie Schmeiser
U of Saskatchewan,
Saskatoon, Saskatchewan
Canada

P.S. Try saying that five times quickly. It's easy for me!

From 4213319147225869040
X-Google-Language: Unknown,Unknown
X-Google-Thread: 15c82e,c192b27bbcf1cf79,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-12 06:48:21 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!ucbvax!
score.stanford.edu!info-atari8-request
From: info-atari8-request@SCORE.STANFORD.EDU
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8604121448.AA18425@ucbvax.berkeley.edu>
Date: Sat, 12-Apr-86 09:48:21 EST
Article-I.D.: ucbvax.8604121448.AA18425
Posted: Sat Apr 12 09:48:21 1986
Date-Received: Sat, 19-Apr-86 13:52:35 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 2245414587031125381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c462f9520a189940,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-13 01:42:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!ucbvax!tycho.arpa!
franceus
From: franceus@TYCHO.ARPA (Paul Franceus)
Newsgroups: net.micro.atari8
Subject: Review of NEC jc1225ma monitor
Message-ID: <8604130941.AA05352@ucbvax.berkeley.edu>
Date: Sun, 13-Apr-86 04:42:05 EST
Article-I.D.: ucbvax.8604130941.AA05352
Posted: Sun Apr 13 04:42:05 1986
Date-Received: Sat, 19-Apr-86 13:59:17 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

Greetings,
     Just yesterday I bought a NEC JC-1223MA color monitor for
129.00 and I would like to pass this info on to you all. The
monitor is surprisingly sharp and clear and most importantly
inexpensive. The only weakness in this monitor is the lack of
seperated chroma and luma, but I was able to use my 80-column term
program with very readable results. In short, I recommend this
monitor very highly, especially since it only costs 129.00
(local price)

      Peace and Longlife
        Paul Franceus

From 2256753001493793171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1fd22fe19a2ed1ed,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-13 19:02:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!
seismo!lll-crg!lll-lcc!qantel!hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: 256K Upgrade
Message-ID: <590@tekigm2.UUCP>
Date: Sun, 13-Apr-86 22:02:49 EST
Article-I.D.: tekigm2.590
Posted: Sun Apr 13 22:02:49 1986
Date-Received: Wed, 16-Apr-86 04:30:28 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 20

Ok, everyone who said I was crazy in getting RAMBO XL instead of Newell, I
was able to swap, now will try to install two Newell boards, one in an 800Xl
and one in an 1200xL. (It apparently can be done.) However, in taking apart
my 1200XL I seemingly shorted out the power supply on the DC side of the
recitifier. Having done this once before and working on my second main board,
I do not want to go the route of another new main board. Does anyone have any
experience with what component it is that seems to go kaput on the DC power
supply side on a 1200XL? The full wave rectifier is ok, the AC in is ok. But
somewhere past the rectifier there is a short.

When I solve this power supply problem, I will go on to installing the Newell
board into it. May take all the help that Newell, CDavid Young and anyone else
to do it! Will see what happens.

Interestingly enough, I got the last Newell boards that IB Computers had, as
they are dropping it in favor of the RAMBO XL.

Oh well, what little do I know.

--Bill--

From -6574953809214098354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,db97030eb5fe1147,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-13 21:17:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!
harvard!talcott!panda!genrad!decvax!bellcore!ulysses!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Newsgroups: net.micro.atari8
Subject: more in~~on Fujitsu DL2400 Printer

Message-ID: <8604140517.AA13106@mitre-bedford.ARPA>
Date: Mon, 14-Apr-86 00:17:42 EST
Article-I.D.: mitre-be.8604140517.AA13106
Posted: Mon Apr 14 00:17:42 1986
Date-Received: Sun, 20-Apr-86 18:07:03 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 4

Don Martin of UW asks how much do ribbin~~ons cost and how long t~do they last.
I have qe~~been quoted a price of about $35 for a color ribbon and $24 for a black
ribbon. These were said to be rough prices and possibly would be less if the rep
decided to buy in large quantity. The manufacturer's literature says the
ribbon life is 15 million characters. That's maybe 7500 pages or two or three
boxed~s of paper. I don't have any prson~~~~ersonal experience yet.
I still haven't figured out how to delete characters gracefully with this
terminal/editor combination! D~Sorry!

From -4159261766556869859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5eb31137e61dc32b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-13 21:53:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!
harvard!talcott!panda!genrad!decvax!bellcore!ulysses!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA.UUCP
Newsgroups: net.micro.atari8
Subject: Atari 8-bit O/S and Hardware Manuals
Message-ID: <8604140553.AA13389@mitre-bedford.ARPA>
Date: Mon, 14-Apr-86 00:53:49 EST
Article-I.D.: mitre-be.8604140553.AA13389
Posted: Mon Apr 14 00:53:49 1986
Date-Received: Sun, 20-Apr-86 18:07:15 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 1

documentation if there is a newer manual available, Does anybody know if there
is?

From -4922908909262300286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,daa8a203ddc38ee7
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-14 06:07:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!hplabs!
ucbvax!ARDC.ARPA!ekijak
From: ekijak@ARDC.ARPA ("Edmund S. Kijak", POINT)

Newsgroups: net.micro.atari8
Subject: Re: Using Terminal Software without a modem
Message-ID: <8604141423.AA03255@ucbvax.berkeley.edu>
Date: Mon, 14-Apr-86 09:07:14 EST
Article-I.D.: ucbvax.8604141423.AA03255
Posted: Mon Apr 14 09:07:14 1986
Date-Received: Wed, 16-Apr-86 03:57:39 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

To: JRCooper.PA@Xerox.COM

The software is probably checking one of the pins on the serial port to see
if the modem (that's supposed to be attached) is ready. You may be able to fool
it by grounding the proper pin. I don't know which pin - you'd have to get the
pinouts of the serial connector and try each pin - but don't ground the +5 volt
and +12 volt power supply pins! (You need the pinouts to see which pins can be
grounded without damage). (I'm not sure, maybe the pin has to be held high - at
plus 5 volts thru a pullup resistor, but most of the time if the pin is not
connected to anything it will automatically go to plus 5 volts, and that's why
I said that grounding is probably required. You also need the pinout to see
which pins are the ground pins so you can ground the other pin of your choice).

From -4773756808552574050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ee3599ec7c4e5b51,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-14 08:06:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!hplabs!
ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: 800XL documentation - info request
Message-ID: <8604141604.AA27949@mitre-bedford.ARPA>
Date: Mon, 14-Apr-86 11:06:45 EST
Article-I.D.: mitre-be.8604141604.AA27949
Posted: Mon Apr 14 11:06:45 1986
Date-Received: Wed, 16-Apr-86 03:58:17 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 13

I just ran across the "Technical Reference Notes" package on the Atari 400/800
computers and impulse purchased it. Then it occurred to me that there may be
a more recent package for the 800XL. Does anybody know -- in particular,
yoo-hoo, Landon at Atari, can you find out? The package I bought includes the
Operating System Users' Manual, the O/S source code, and the Hardware Manual.
Should I keep it or return it and hold out for the 800XL versions of the
above?

Advice would be appreciated!

-John Sangster
jhs@mitre-bedford.arpa
...!ihnp4!linus!mbunix!jhs

From -4982505801864032803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5eb31137e61dc32b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-14 18:05:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!SRI-AI.ARPA!TYSON
From: TYSON@SRI-AI.ARPA (Mabry Tyson)
Newsgroups: net.micro.atari8
Subject: Re: Atari 8-bit O/S and Hardware Manuals
Message-ID: <860414180559.9.TYSON@SRI-BISHOP.ARPA>
Date: Mon, 14-Apr-86 21:05:00 EST
Article-I.D.: SRI-BISH.860414180559.9.TYSON
Posted: Mon Apr 14 21:05:00 1986
Date-Received: Wed, 16-Apr-86 04:16:28 EST
References: <8604140553.AA13389@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

In case you're interested, Sams Photofacts (long known to radio and TV hackers
and repair people) now does various computers. It has both the 400 and 800.
I don't know if it has info on the XE versions. Typically, it would show
oscilliscope readings at various points, voltages, part numbers, etc.
It is intended to be an aid in figuring out why machines don't work properly.
Cost is $19.95. Should be available from many electronics shops.

That may not be what you are interested in, but since I hadn't every seen it
mentioned on INFO-ATARI8, I thought I'd bring it up...

From -1196685652616697 64
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5eb31137e61dc32b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-15 11:14:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!MITRE-BEDFORD.ARPA!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Atari 8-bit O/S and Hardware Manuals
Message-ID: <8604151759.AA09199@mitre-bedford.ARPA>
Date: Tue, 15-Apr-86 14:14:17 EST

Article-I.D.: mitre-be.8604151759.AA09199
Posted: Tue Apr 15 14:14:17 1986
Date-Received: Thu, 17-Apr-86 01:31:59 EST
References: <860414180559.9.TYSON@SRI-BISHOP.ARPA>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 5

Thanks for the reply. SAMS does cover the 800XL, which is what I have, and I
have the "ComputerFact" as they call it for the 800XL. Theres also an Atari
manual I think but not swure if for the XL .

JS

From 4281783138581833719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3c26eb682e87bf6a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-15 11:55:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari8
Subject: Re: Robot Wars
Message-ID: <801@mtuxn.UUCP>
Date: Tue, 15-Apr-86 14:55:09 EST
Article-I.D.: mtuxn.801
Posted: Tue Apr 15 14:55:09 1986
Date-Received: Thu, 17-Apr-86 01:00:14 EST
References: <402@muddcs.UUCP>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Distribution: net
Organization: AT&T Information Systems, Holmdel NJ
Lines: 12
Keywords: Cytron Masters
Summary:

[]
Sounds similar to a game called "Cytron Masters," one of the many fine games
written by Dan Bunten (also M.U.L.E. and Seven Cities of Gold).

Although not exactly the same, it probably plays similarly, and is loads of
fun....I don't remember who publishes it though, as it came out prior
to his association with Electronic Arts....Boy, can that guy write games!

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!houxm!mtuxo!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130

From 4954701061708106450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a26d116b62c29555,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-15 13:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!NJECNVM.BITNET!H155699
From: H155699@NJECNVM.BITNET
Newsgroups: net.micro.atari8
Subject: 800 Memory expansion
Message-ID: <8604152225.AA24184@ucbvax.berkeley.edu>
Date: Tue, 15-Apr-86 16:44:00 EST
Article-I.D.: ucbvax.8604152225.AA24184
Posted: Tue Apr 15 16:44:00 1986
Date-Received: Thu, 17-Apr-86 01:34:57 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

I need some info on expanding the memory of my good old 800.
I've been looking for somebody that has the Mosaic 64k Ram Select.
Apparantly, Mosaic is now out of business and I can't find anybody
that has even one left over in their stock. This board is ideal for
me because it allows upgrades to 192K. Anybody know of a similar
board or have plans for a do-it-yourselfer????
Any feedback would be great....

Regards,
Mike Maloney
H155699@NJECNVM.BITNET

P.S.
Anything good on the archives???
I can only send and receive mail from the ARPA network.

From -5386516887735590848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3c26eb682e87bf6a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-16 14:26:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!lll-
crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8
Subject: Re: Robot Wars
Message-ID: <194@atari.UUcp>
Date: Wed, 16-Apr-86 17:26:43 EST
Article-I.D.: atari.194

Posted: Wed Apr 16 17:26:43 1986
Date-Received: Sun, 20-Apr-86 16:38:17 EST
References: <402@muddcs.UUCP> <801@mtuxn.UUCP>
Distribution: net
Organization: Atari Corp/Mktg
Lines: 14
Keywords: Cytron Masters

In article <801@mtuxn.UUCP>, rb@mtuxn.UUCP (R.BOTWIN) writes:

> Sounds similar to a game called "Cytron Masters," one of the many fine games
> written by Dan Bunten (also M.U.L.E. and Seven Cities of Gold).
>
> Although not exactly the same, it probably plays similarly, and is loads of
> fun....I don't remember who publishes it though, as it came out prior
> to his association with Electronic Arts....Boy, can that guy write games!

A great game, which learns from your play rather than being programmable
like Robot Wars. It is published by Strategic Simulations, Inc.

--->Neil @ Atari
     UUCP: ...lll-crg!vecpyr!atari!neil

From 3504963435557776193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d0529cd6b3df6746,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-17 06:36:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!glacier!oliveb!
hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP
Newsgroups: net.micro.atari8
Subject: 800XL/1200XL 256k Upgrades (Somewhat Long Message)
Message-ID: <603@tekigm2.UUCP>
Date: Thu, 17-Apr-86 09:36:04 EST
Article-I.D.: tekigm2.603
Posted: Thu Apr 17 09:36:04 1986
Date-Received: Mon, 21-Apr-86 02:38:08 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 62
Keywords: 256k Upgrades, Newell

Having managed to trade my two RAMBO XL kits for two Newell kits, I am now
seriously trying to install one in my 800XL. Having torn apart the 800XL
and determined where everything is and the fact that it is all socketed
(thank goodness), I started going thru the instructions step by step and
have several questions. [However, firstly, is Newell on the net? I would
like to talk to him but want to talk to anyone who has successfully placed
a Newell board into a 1200XL.]

In the instructions, #s 7, 8, 9 and 10.

7. Am I to assume that the five pins are to be pulled from the socket bent horizontally and have the wires soldered to them?

8. This pin is to remain in the socket? Sure not much to solder to!

9. Do not see a feedthru hole, again I assume pin stays in socket but soldered to it?

10. This appears to be the right hand pad (looking from front to back) -- correct?

It seems to me that the cable from the Newell board to socket U27 is too long. What are you supposed to do with it or do you reverse the board upside down? Does anyone see what I mean?

One comment: I can see why people do prefer the RAMBO XL kit to the Newell kit, the instructions are 100% better. Newell's board may be technically better, but the instructions are loose and goosy. Also, the Newell board has a lot of leads bent over on the back almost touching or touching the adjacent runs. Much cleanup of the board is required.

Newell talks about routing the jumper wires thru the cartridge slot clip holes, but if you do this, how do you clip the plastic part on? It would definitely be an advantage to be able to run the wires underneath, but I do not see any practical way to do this. Further examination of the board may show me an area where a feedthru hole could be drilled, but in my first examination, I could not find any area big enough.

On to the 1200XL. Found out what I had done to it. Turns out it has two delicate areas, both of which I broke. One is the narrow cable running from the keyboard to the mainboard -- not the wide (15 pin) cable, but the five pin cable. Where it fastens to the little board on the keyboard assembly, I managed to break the solder joint of all five pins to the etched circuit board. A simple matter of resoldering fixed that. The other problem was a little more subtle and harder to fix. The corner or right hand rear power transistor broke all three leads where they attahed to the etched circuit board. This is due to removing the screw holding the heatsink down to the board -- when I removed it, apparently the leads could not take the strain and broke. Since I had another main board, I simply pulled one of the power transistors off and redid it. It is a common transistor (I think, if memory serves me correct -- it is a LM340T). I have it up and running now, will leave it at 64k until I get the 800XL up to a 256k 800XE. Has anyone on the net had a chance to try to install a Newell in a 1200XL? I am open to any suggestions on the 1200XL installation.

One final question, has anyone tried to do an upgrade to the 130XE to get it to the same 256k (260k) status? I have heard of some upgrades that get an 130XE up to 192k, but know nothing much about what it entails.

Thanks in advance,

--Bill--

--I guess, since I am a Mechanical Engineer not an Electrical Engineer, it was fitting that I should break my 1200XL in a mechanical way, not an electrical failure!

From 2042582985925438028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,25176fafcd22327f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-17 07:27:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!glacier!oliveb!
hplabs!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP
Newsgroups: net.micro.atari8
Subject: 1200XL Component Breakage
Message-ID: <605@tekigm2.UUCP>
Date: Thu, 17-Apr-86 10:27:23 EST
Article-I.D.: tekigm2.605
Posted: Thu Apr 17 10:27:23 1986
Date-Received: Mon, 21-Apr-86 02:38:41 EST
Organization: Tektronix, Inc., Beaverton, OR
Lines: 14

A correction to my previous long article. The LM340T is not a power
transistor, it is a Linear 5 volt regulator type IC.

Specifications are:
     5 volt +-5%, 1A, 15W.

It is available from:
     Fairchild - UA7805UC
     Motorola - MC7805CT
     National Semi - LM340T-5

Also is Tek part numbered: 156-0277-00 (for you Tek's out there)

                              --Bill--

From 7817239110868439065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5c75663ccf328327
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-17 13:17:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!hplabs!qantel!
lll-lcc!lll-crg!styx!lognet2!seismo!umcp-cs!cvl!umd5!hans
From: hans@umd5.UUCP
Newsgroups: net.micro.atari8
Subject: Re: DOS 2.5 Modification Question
Message-ID: <919@umd5.UUCP>
Date: Thu, 17-Apr-86 16:17:40 EST
Article-I.D.: umd5.919
Posted: Thu Apr 17 16:17:40 1986
Date-Received: Mon, 21-Apr-86 04:31:49 EST

References: <546@tekigm2.UUCP>
Reply-To: hans@umd5.UUCP (Hans Breitenlohner)
Distribution: net
Organization: U of Md, CSC, College Park, Md
Lines: 19
Summary: Description available on CHAOS BBS

In article <546@tekigm2.UUCP> wrd@tekigm2.UUCP writes:
>Does anyone out in netland know how to modify DOS 2.5 to allow it to see
>the additional 128k RAM when you add any of the four 256k RAM expansion
> ...

The CHAOS BBS at 517-371-1106 has much information about memory upgrades
for XLs, XEs, and STs. This includes instructions on how to do it, and
software to use when you are done. File QXLINFO has abstracts of what is there,
and file QXLDOS25 has instructions on how to set up DOS 2.5 to have two
full size single density ramdisks.

The instructions are about two pages (including about half a page of things
to type into the mini-assembler), and I only have a hard copy, so I would
prefer if you got the stuff directly.

Hans Breitenlohner
University of Maryland
Computer Science Center
Systems staff.

From -6454164515500705888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fe48dd294f92f4c1,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-18 01:01:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!HLERUL5.BITNET!DELAHAYZ
From: DELAHAYZ@HLERUL5.BITNET
Newsgroups: net.micro.atari8
Subject: Help on adding I/O chips
Message-ID: <8604180854.AA12139@ucbvax.berkeley.edu>
Date: Fri, 18-Apr-86 04:01:33 EST
Article-I.D.: ucbvax.8604180854.AA12139
Posted: Fri Apr 18 04:01:33 1986
Date-Received: Sun, 20-Apr-86 01:06:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

Dear everybody,
I am thinking about adding some I/O ports to my 800XL(like the joystick ports).
I want to use them for my model-railroad.
The only problem is that I don't know which addresses are really unused(no
memory and no other chips) so that I can put them there.

Is there anybody around who knows those free addresses?
Thanks,
Frits.
Frits Kuijlman
University of Leiden
The Netherlands
(Please,don't use the address above,I only use it to send mail to ARPANET,
instead,use the following address.)
BITNET: WARNAAR@HLERUL5
ARPANET: WARNAAR%HLERUL5.BITNET@WISCVM.WISC.EDU

From 7445767682308782696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a1cdb269e0c9d9db,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-20 20:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ritvaxc.BITNET!jeb6589
From: jeb6589@ritvaxc.BITNET (Jim Berg)
Newsgroups: net.micro.atari8
Subject: Expanding Memory & Things (repost)
Message-ID: <8604210453.AA00534@ucbvax.berkeley.edu>
Date: Sun, 20-Apr-86 23:54:00 EST
Article-I.D.: ucbvax.8604210453.AA00534
Posted: Sun Apr 20 23:54:00 1986
Date-Received: Wed, 23-Apr-86 12:04:24 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Instittute of Technology, Rochester, NY
Lines: 22

Hello,

I noticed some interest in expanding the 8 bit ataris memory, I'm posting a couple of articles on the 130XE, one expands to 320K the other to 576K!!!! Also reference is made to an article explaining the expansion of the old 800 to 288K, I am trying to locate this article, may just breakdown and send the guy the money for it and the software he mentions in the second article. Also if you haven't read it there is an article in the Sept. 85 BYTE explaining how to expand the 800XL to 256K, don't know if it is XE compatible though.

A while back someone wanted information about connecting Ataris to lab equipment, I'm not sure if it was posted here or the 16 bit group, but if it was I suggest you look up the article: Interfacing the Atari Microcomputer in the Science Laboratory. Published in the Journal of Computers in Math and Science Teaching, Spring 83.

As for the vt100 emulator, I am having trouble with getting xmodem on our unix system to upload properly, as soon as I get it uploaded I'll post it. It does emulate 80 columns with built-in software. I have an idea how I might be able to get it to this system (VMS) from our ultrix machine, it will be uuencoded. Sorry for the delay, I'll keep you posted.

Jim Berg

From 8154251304523251403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d9bd796a294d95fc,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-20 21:18:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ritvaxc.BITNET!jeb6589
From: jeb6589@ritvaxc.BITNET (Jim Berg)
Newsgroups: net.micro.atari8
Subject: 576k 130xe (repost forgot 1 #%$! '>' in header)
Message-ID: <8604210517.AA00829@ucbvax.berkeley.edu>
Date: Mon, 21-Apr-86 00:18:47 EST
Article-I.D.: ucbvax.8604210517.AA00829
Posted: Mon Apr 21 00:18:47 1986
Date-Received: Wed, 23-Apr-86 12:05:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Instittute of Technology, Rochester, NY
Lines: 181

The 130XE/576K upgrade, by Scott Peterson.
Copyright (C) 1986, released to the public.

Here we go again, this time I recommend you have some electronics experience if you wish to preform the upgrade. Some of the work is duplicated from the 320K upgrade so 320XE owners will not have as much work to do. One other point, when in the 576K mode you MUST use some sort of basic cart. As you lose the internal basic, this is only in the 576K mode, in the 130XE mode internal basic will function normally.

TOOLS NEEDED; To preform this upgrade you need the following:

Low wattage fine tip soldering iron.
Vacuum de-soldering tool(like Radio Shack PN#64-2098).
Some 30-gauge wire (Radio Shack PN#278-501).
#2 phillips head screwdriver.
Heat-shrink tubing, 1/8 in. Dia.
Also a pair of small needle-nose pliers and a small flat tip screwdriver are handy.

PARTS NEEDED:

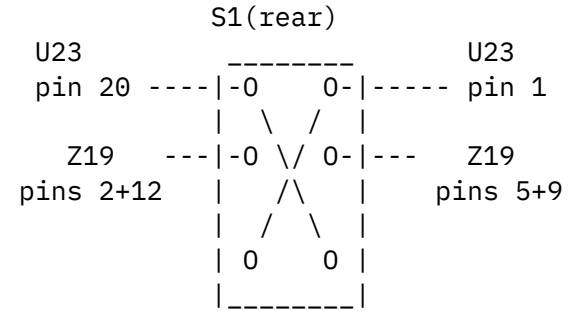
Z1	74LS158
Z2-Z17	41256(150ns.)
Z18	74LS138
Z19	7432
R1-R2	33 ohm 1/4 watt resistor.
S1	Micro-mini DPDT switch (like Radio Shack PN#275-626)

Remove the 130XE case and metal RF shield to get down to the mother board (320XE users go to step two).

STEP ONE:
Now de-solder and remove the eight ram chips U26 thru U33(MT4264). They are the row closest to the TV RF module (do NOT use solder wick, the circuit board of the 130XE has very weak runs and they will pull loose if not completely de-soldered). Replace these with the 16 pin low profile sockets. Take a piece of wire approx 12 in. long and run a jumper from pin 1 of each socket to the next. When you are done the wire should be attached to pin 1 of each of the new sockets and you should have about 6 inchs left over. Do this on the rear of the mother board and then snake the wire thru the large hole near the ram chips. Next, des older and remove U23(CO14795), and replace it with a 40 pin socket. Bend up pins 15 and 16 and insert it in the socket you just installed. Take Z1(74LS158) and break off pins 5,6,7,9,10,11,12,13,14. Bend up the other pins on it except 8 and 16. Put this "piggy back" on top of U20(HD14050, or 4050 - located just to the right of C50) and solder pins 8 and 16 of Z1 to pins 8 and 16 on U20. Now take a short jumper from pin 15 on Z1 to pin 8 of Z1. Take a piece of wire about 4 in. long, solder one end to pin 30 on the chip marked "CO14805" on the mother board, and the other end to pin 1 on Z1. Next solder a wire to pin 15 (one of the two you bent out) of U23 and connect the other end to pin 2 on Z1. Solder a wire to pin 16 on U23 and connect the other end to pin 3 on Z1. Take R1(33 ohm) and trim the leads to about 1/4 in. Take the wire you connected to pin 1 of the ram chip sockets and solder it to one end of R1, solder the other end of R1 to pin 4 on Z1.

STEP TWO:
Slide the mother board back into the bottem half of the plastic case (do not use the RF shield, you must be able to get at the mother board), and attach the keyboard. It will rest above the mother board without touching it. Test all 41256 ram chips by putting one set of 8 in the sockets and using the handlers(or DOS's), and then the next. After testing all ram chips remove them all from the sockets, and take 8 of them and cut about half of pin 15 off of each one. Only the "fat" part of pin 15 should be left. After doing this you have to "piggy back" the 8 256K ram chips with the short pin 15's on top of the other 8 256K ram chips. Now solder all the pins together on the stacked ram chips except for pin 15, it should not be touching the other pin 15, make sure you have them going pin 1 to 1, pin 2 to 2, ect. When you get done you will have 8 sets of Piggy backed 256K ram chips. Now take a piece of wire about 16 in. long and run a jumper from pin 15 to the next one on all the top 256k DRAM's, leaving about 1 inch between each ram chip. Put the stacked ram chips into the 8 sockets you installed earlier. Take Z18(74LS138) and bend up all the pins except 8 and 16, cut the pins you bent up in half so only the fat part is left, and solder pins 8 and 16 to pins 8 and 16 of the other 74LS138 right below the U23(CO14795). Take Z19 and bend up all pins except 7 and 14, once again cut all the pins you bent up in half and solder pins 7 and 14 to pins 7 and 14 of the 74LS08 right below U23. Take the wire you jumpered earlier to pin 15 of Z10 thru Z17 (the upper row of 256K ram chips) and go out 2 in. and cut the wire, now install R2(33 ohm) between this cut. Place a piece of heat shrink tubing over R1 and make sure no wire is exposed and heat it with a lighter. Take the other end of this wire and connect it to Z18 pin 14. Find the 2 33 ohm resistors just to the right of U28 (one of the ram chips you socketized). The upper one of the 2 is R111, desolder the right leg of it and bend it up. Take a piece of wire and solder it to the land where you just removed the leg of R111. Connect the other end to Z18 pin 4. Trim back the

leg of R111 and solder a wire to it, slip a piece of heat shrink tube over it and heat it up. Now connect the other end to Z18 pin 12. Take a short wire and run a jumper from pins 1 and 16 of Z18. Take another short wire and connect a jumper from pins 3, 5, and 8 of Z18. Now connect a wire from Z18 pin 2 to Z19 pin 3. Find the wire you installed from U23 pin 15 to Z1(74LS158) pin 2 and desolder it from U23. Take it and reconnect it to Z19 pin 11. Ok, now pry U23(CO14795) back out of the socket and bend up pin 11, plug it back in. Run a jumper from pins 1 and 4 of Z19, and another jumper from pins 10 and 13 of Z19. Connect a wire from U23 pin 11 to Z19 pin 1, and from U23 pin 15 to Z19 pin 13. Now connect a wire from Z19 pin 8 to the right side of the 3.3K ohm resistor marked R206 (located at the bottem right of U23). Connect a wire to Z19 pin 6 and run it to pin 18 of U3(CO61618). Now comes the tricky part, drill a small hole (1/4 in. or so, depending on the switch size) at the rear right on the back of your 130XE. Take the small DPDT switch(S1) and install it in the hole. Now connect it as shown(make sure the switch DOESNT have a center off position);



Note: where the wires cross in the middle, they are NOT connected. Make the connection from the switch to U23 on the rear of the mother board. Well that's it(thank god). Now re-assemble the computer, being carefull not to break any wiring going to the switch. You should now have in one switch position a 100% compatable 130xe, and in the other you have a 576K 130XE that does not have Antic memory enhance mode and also can-not use internal basic. In the 130XE mode you gain 64K as bit 6 of the PIA can still be used. The following page list of the bit table and numbers to be used in location 54017(PORTB). Once again, if you need help call the Peanut Gallery BBS (408)-384-3906. If you want a mailer of all the upgrades I have as well as a disk with handlers, source codes, etc. send a money order (please, no checks) for $10.00 to;

Scott Peterson
P.O.Box 33
Ft.Ord CA. 93941-0033

This includes the 800 288K upgrade by D.G.Byrd, the 800XL/256K(C.Burchholz), the 130XE/320k upgrade and anything else I finish. Good luck, and have fun.

Memory Control Register 54017(D301) 130XE in 576K mode.
Bit 7 6 5 4 3 2 1 0
D a b C c d e R

D=0 enable diag. ROM
R=1 enable OS ROM
C=0 enable extended memory

abcde=memory control bits.

Bank#	Control#(dec)	Hex
Bank 0	129	81
Bank 1	131	83
Bank 2	133	85
Bank 3	135	87
Bank 4	137	89
Bank 5	139	8B
Bank 6	141	8D
Bank 7	143	8F
Bank 8	161	A1
Bank 9	163	A3
Bank 10	165	A5
Bank 11	167	A7
Bank 12	169	A9
Bank 13	171	AB
Bank 14	173	AD
Bank 15	175	AF
Bank 16	193	C1
Bank 17	195	C3
Bank 18	197	C5
Bank 19	199	C7
Bank 20	201	C9
Bank 21	203	CB
Bank 22	205	CD
Bank 23	207	CF
Bank 24	225	E1
Bank 25	227	E3
Bank 26	229	E5
Bank 27	231	E7
Bank 28	233	E9
Bank 29	235	EB
Bank 30	237	ED
Bank 31	239	EF

There is a version of MYDOS to support this mod, its called 4.1A and will run up to 32 16K banks. At this time ICD is working on a RD.COM file to support this. Also I have written a machine lang. tester that will load and test all 32 banks of memory to insure that they are there and work. Wonder how long it will take Jay Torres to copy this one.

Good luck
Scott Peterson

From 4434271564515880123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5b821099f4636610,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-20 21:33:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ritvaxc.BITNET!jeb6589
From: jeb6589@ritvaxc.BITNET (Jim Berg)
Newsgroups: net.micro.atari8
Subject: 320k 130xe (repost forgot 1 #%$! '>' in header)
Message-ID: <8604210505.AA00640@ucbvax.berkeley.edu>
Date: Mon, 21-Apr-86 00:33:55 EST
Article-I.D.: ucbvax.8604210505.AA00640
Posted: Mon Apr 21 00:33:55 1986
Date-Received: Wed, 23-Apr-86 12:05:48 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: Rochester Instittute of Technology, Rochester, NY
Lines: 141

The 130XE/320K upgrade
by Scott Peterson.

(revised and tested version, revised and tested by who I don't know - Jim)

After both reading and building both the 800/288K upgrade (D.G.Byrd), and the 800XL/256K upgrade (C.Buchholz), I decided that there also had to be a way to upgrade the 130XE. There is, and thanks to the "Freddie" chip (CO61991) this modification is much easier to do than either of the other upgrades.

To do the upgrade you will need a soldering iron, a de-soldering tool, and some fine wire. See the parts list for the chips needed.

First, remove both the case and the metal shield to get down to the mother-board. Then remove the eight ram-chip U26 thru U33 (MT4264). They are the row closest to the TV RF module. Next, bend up pin 1 on Z2 thru Z9 so that they point straight up and do not contact the PC board or sockets. Now install Z2 thru Z9 in the place of U26 thru U33. These are the 256K ram-chips. You can solder them to the mother board, or use sockets. Now take a piece of wire approx 12 in. long and run a jumper from pin one on each of the 256K ram-chips to the next. After you do this the wire will be connected to pin 1 on Z2 thru Z9 and you should have about 6 inches left over.

Next, desolder and remove U23 (CO14795), and replace it with a 40 pin socket. Bend up pins 15 and 16 on U23 and insert it in the socket you just installed. Take Z1 (74LS158) and bend up all the pins on it except pins 8 and 16. Put this "piggy-back" on top of U20 (HD14050) and solder pins 8 and 16 of Z1 to pins 8 and 16 on U20. Now solder a short jumper from pin 15 on Z1 to pin 8 of Z1.

Now, find chip CO21697 (40 pin), find its pin 21. Just to the lower right of pin 21 is a solder pad on the PC board (see diagram 1 for exact location). Solder a wire to the pad and run it to pin 1 on Z1.

Next solder a wire to pin 15 (one of the two you bent out) of U23 and connect the other end to pin 2 on Z1. Solder a wire to pin 16 on U23 and connect the other end to pin 3 on Z1.

Take R1 (33 ohm) and trim the leads to about 1/4 in. Take the wire you connected to pin one on the 256K ram-chips and solder it to one end of R1, solder the other end of R1 to pin 4 on Z1. Re-assemble the RF shield and case and you are finished.

PARTS LIST

Quantity	Part Id	Description
1	Z1	74LS158 (2 to 1 Multiplexer)
8	Z2-Z9	41256 dynamic RAM (150ns)
1	R1	33 ohm 1/4 watt resistor
1		40 pin socket
8		16 pin sockets (optional)

The next page is a quick overview of the bit table and numbers to be used in location 54017 (PORTB). I have finished modifying a ramdisk handler for the extra ram. It uses a ram based OS so basic XE or XL can't be used. At present the best deal for this mod. is to use MYDOS 4.0. This supports a very large single density ramdisk. With basic XE you can use a 1500 sector ramdisk and without it you can have about 2000 sectors.

This upgrade has been built and tested on a BBS, it has run for days on end without a memory loss or error. If you need help or more information feel free to call the Peanut Gallery (408)-384-3906. 24HR, 300/1200 Baud. Leave mail to the Sysop(thats me). Good luck and let me know if you write a better handler.

Memory Control Register 54017 ($D301)

Bit 7 6 5 4 3 2 1 0
D a b C c d B R

D=0 enable diagnostic ROM.
B=0 enable BASIC ROM.
R=1 enable OS ROM.
C=0 enable extended RAM.
abcd= memory control bits.

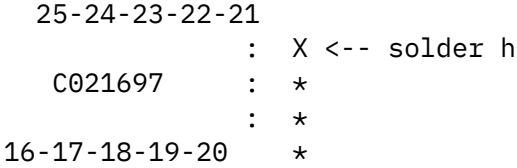
```
                    Bank # Control #
                    --------------------
                    Bank 0 -------->131|
                    Bank 1 -------->135|
                    Bank 2 -------->139|
                    Bank 3 -------->143|
                    Bank 4 -------->163| Basic= off
                    Bank 5 -------->167| OS = on
                    Bank 6 -------->171| ENH = on
                    Bank 7 -------->175|
                    Bank 8 -------->195|
                    Bank 9 -------->199|
                    Bank 10 ------->203|
                    Bank 11 ------->207|
                    Bank 12 ------->227|<--\
                    Bank 13 ------->231|    \
                    Bank 14 ------->235|    / 130XE Banks
                    Bank 15 ------->239|<--/
                    --------------------
```

If you are using MYDOS 3.016 and wish to use Basic XE and a ram-disk at the same time, boot DOS and poke 5275,163 and 5324,16. Go to DOS and write the new DOS. This will keep the two from "bumping" into each other. A similar poke can be done to DOS 2.5, it is poke 4838,163. The handler I have will set up 192K of the extra ram as 2 SD ramdisks or 1 DD ramdisk.

If you are a hot-shot programmer (I'm not) I think a print spooler that uses part of this ram would also be very nice. This mod is easy to do and perfect for running a BBS. One note, on compuserve there is a mod by Rich Andrews which should not be confused with this one, his uses 33 new chips and mine uses 9 new chips. Have fun.

Scott Peterson

Diagram #1:



Also, ICD has a RAMdisk handler available on their BBS (815-968-2229) that will support this upgrade.

From -7811293173150343408
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,9def964fd6da6c10,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-21 10:42:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!SUMEX-AIM.ARPA!MRC%PANDA
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari8
Subject: Re: Avantek 1200 Modem
Message-ID: <12200648166.8.MRC@PANDA>
Date: Mon, 21-Apr-86 13:42:03 EST
Article-I.D.: PANDA.12200648166.8.MRC
Posted: Mon Apr 21 13:42:03 1986
Date-Received: Wed, 23-Apr-86 22:00:28 EST
References: <291@ucdavis.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

I am using an Avatek modem on my DEC 2020 for the KLINIK line (the remote
dial-in to the console; with the KLINIK password you can do everything
remotely that you can do at the console). It seems to work, although it
sends some burst of characters when initially connected.

I have no idea how it works for dial-out. My other modems are DEC DF112's
and my dial-out software talks that protocol, not Hayes. The Avatek is
a subset of Hayes protocol that reputedly works on all the Atari software.

It has been reputed that these modems should be considered disposable;
that is, if it works beyond the warranty period be grateful, and when it
gives up the ghost you'd buy a new modem instead of repairing it.

From 3854012673358704523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,c1e4271cc4439c4c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-21 10:59:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: 800XL / 256KXL upgrade
Message-ID: <8604211859.AA26654@mitre-bedford.ARPA>
Date: Mon, 21-Apr-86 13:59:47 EST
Article-I.D.: mitre-be.8604211859.AA26654
Posted: Mon Apr 21 13:59:47 1986
Date-Received: Wed, 23-Apr-86 22:01:05 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 80

As I am unable to deduce an E-mail address to reply directly to Bill at Tektronix, I am posting this to the net -- my apologies to those not interested in 256K upgrades!

Bill's questions re: the Newell 800XL upgrade follow. My answers are bracketed by "******" before and after.
----forwarded questions and ****** answers ******
In the instructions, #s 7, 8, 9 and 10.

7. Am I to assume that the five pins are to be pulled from the socket bent horizontally and have the wires soldered to them?
****** I think this is what Wes was suggesting. However, I chose to leave the pins in the socket and tack-solder to the portion accessible from above. I used a piece of ribbon cable from the PIA to the 256KXL board, with seven wires at the 256KXL board end, two of them branching off midway, and the remaining five going to the PIA. I taped the ribbon cable to the top of the PIA and made the free end a little longer than necessary to allow for future repairs. I then separated the five wires and tack-soldered them carefully to the PIA pins. If you use this method, use a fine-pointed soldering tip and a low wattage and do each wire as quickly as possible. I advise first tinning the end of each wire and tinning each IC pin with a very brief application of heat. Then let it cool off a minute or so and attach the wires with another very brief application of heat. Since both parts are pre-tinned at that point the tack soldering is easy. In my opinion, the use of ribbon cable makes the installation much neater than it would be with hookup wire.*****

8. This pin is to remain in the socket? Sure not much to solder to!
******If you trace the board, there is a feed-through hole near the center of the board that is connected to this pin. This is where I connected to this point.******

9. Do not see a feedthru hole, again I assume pin stays in socket but soldered to it?
******There is indeed a feedthrough hole behind the ANTIC chip, but it isn't obvious which one it is. Check for continuity with Pin 9 via an ohmmeter.******

10. This appears to be the right hand pad (looking from front to back) Does anyone see what I mean?
****** I believe you are. It is not the end
closest to Pin 1 physically but the OTHER end which is connected electrically to Pin 1. I think the words "inside most" mean further from the edge of the board.******

It seems to me that the cable from the Newell board to socket U27 is too long What are you supposed to do with it or do you reverse the board upside down? Does anyone see what I mean?
******After some experimenting, I found that the best way to mount the board was to fold that cable over in the middle and mount the board upside down resting on the chips below it. It sits at an angle almost exactly parallel to the top shield cover that way. I put some foam strips on the cover to hold it firmly in place when the cover is installed. It worked out very well, and allows you to turn the board over for inspection if needed while leaving it

connected.******

One comment: I can see why people do prefer the RAMBO XL kit to the Newell kit, the instructions are 100% better. Newell's board may be technically better, but the instructions are loose and goosy. Also, the Newell board has a lot of leads bent over on the back almost touching or touching the adjacent runs. Much cleanup of the board is required.
****** I haven't seen the RAMBO board documentation, but I agree that Newell could do a better job on the documentation. I also noted the same problem with component leads that looked as though they might be shorted. I clipped them off also. ******

Newell talks about routing the jumper wires thru the cartridge slot clip holes, but if you do this, how do you clip the plastic part on? It would definitely be an advantage to be able to run the wires underneath, but I do not see any practical way to do this. Further examination of the board may show me an area where a feedthru hole could be drilled, but in my first examination, I could not find any area big enough.
****** I also couldn't see any good way to run wires to the bottom. That is why I chose to solder to the top of the PIA chip.******

------- End of Forwarded Message

I have no comments on the 1200XL or 130XE cases as I have no experience with them.

-John Sangster
jhs@mitre-bedford.arpa

From 4028980650744420620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e46f8fe8daa09511,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-22 10:39:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!MAINE.BITNET!CSMA006
From: CSMA006@MAINE.BITNET (David B. Reusch)
Newsgroups: net.micro.atari8
Subject: 130 XE RamDisks
Message-ID: <8604221909.AA01002@ucbvax.berkeley.edu>
Date: Tue, 22-Apr-86 13:39:22 EST
Article-I.D.: ucbvax.8604221909.AA01002
Posted: Tue Apr 22 13:39:22 1986
Date-Received: Thu, 24-Apr-86 05:34:10 EST
Sender: uucp@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I am interested in hearing from anyone who has used the RamDisk supplied with the INDUS GT disk drives. When I bought my 2nd Indus in March, I did not get the Ramdisk software. Has this happened to anyone else?

Other than that, I have been quite pleased with the Indus drives. Double density is such a luxury after 3 years of 810 single density. Any comments ??

-Dave-

From -7956781304723273665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d8e05bfb2933d0b2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-22 12:15:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!BBN-LABS-B.ARPA!rgenter
From: rgenter@BBN-LABS-B.ARPA (Rick Genter)
Newsgroups: net.micro.atari8
Subject: From which drive did I start (Atari-800)?
Message-ID: <8604230049.AA04104@ucbvax.berkeley.edu>
Date: Tue, 22-Apr-86 15:15:58 EST
Article-I.D.: ucbvax.8604230049.AA04104
Posted: Tue Apr 22 15:15:58 1986
Date-Received: Thu, 24-Apr-86 05:35:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

I recently unpacked my Atari-800 which has been in storage for the past two years and have been doing some extensive Basic hacking on it. I have a question that I can't find the answer to in any of my documentation, though I may have just missed it.

Is there some way, from Basic, to determine from which disk drive the currently executing program was started? Obviously if the program was just typed in this should return a <No such drive> indication. But if I typed:

```
RUN "D3:FOO.BAS
```

is there something that FOO.BAS can do to determine that it was executed from D3: as opposed to D<anything else>:? As this is Basic, no hack, no matter how gross or disgusting, will be frowned upon, as long as it works :-).

Please reply directly to me; I have asked to be on this mailing list, but have not gotten it confirmed yet and don't want to miss any responses. I'll summarize when appropriate.

Rick Genter BBN Laboratories Inc.
(617) 497-3848 10 Moulton St. 6/506
rgenter@labs-b.bbn.COM (Internet new) Cambridge, MA 02238
rgenter@bbn-labs-b.ARPA (Internet old) ...!{decvax,linus}!bbncca!rgenter (UUCP)

From 5790444971431366269

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7738d26e653e72e3,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-22 17:24:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!daroloson
From: daroloson@watmath.UUCP (Dani A. Roloson)
Newsgroups: net.micro.atari8
Subject: Termcap entry needed for 130xe
Message-ID: <2260@watmath.UUCP>
Date: Tue, 22-Apr-86 20:24:30 EST
Article-I.D.: watmath.2260
Posted: Tue Apr 22 20:24:30 1986
Date-Received: Wed, 23-Apr-86 21:44:16 EST
Distribution: na
Organization: U of Waterloo, Ontario
Lines: 30

I need a termcap entry for an Atari 130xe with an Indus drive running
Antic's Chameleon vt52xl terminal emulation.
The one below (supplied with the disk) does not clear the screen
when 'vi' is invoked on our vax and the tildes are on the right hand side
of the screen.
Please *MAIL* me any suggestions or improved entries.
I would also appreciate an explanation of what yours does and
why the one below doesn't work.

Thanks,
Dani Roloson

DOESN'T WORK:

```
set noglob;
setenv TERM vt52xl ;
setenv TERMCAP 'xl|vt52xl|Chameleon
VT-52xl:so=\EF:se=\EG:al=\EN:dl=\EO:im:em:ic=\EL:dm:ed:dc=\EM:bs:cd=\EJ:ce=\EK:cl=
\EH\EJ:cm=\EY%+ %
+ :co#80:li#24:nd=\EC:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:';
unset noglob;
echo Chameleon supported ;
```

--
UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa
CSNET: daroloson%watmath@waterloo.CSNET

"I don't need a disclaimer. Nobody will admit to knowing me."

From 2896364715945238088

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,92f90b142d5cee4f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-22 19:09:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!topaz!
lll-crg!lll-lcc!ucdavis!ucbvax!MAINE.BITNET!CSMA006
From: CSMA006@MAINE.BITNET (David B. Reusch)
Newsgroups: net.micro.atari8
Subject: Atari 130XE Ramdisks
Message-ID: <8604230759.AA01813@ucbvax.berkeley.edu>
Date: Tue, 22-Apr-86 22:09:41 EST
Article-I.D.: ucbvax.8604230759.AA01813
Posted: Tue Apr 22 22:09:41 1986
Date-Received: Thu, 24-Apr-86 07:08:34 EST
Sender: uucp@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I am interested in hearing from anyone who has used the RamDisk supplie
with the INDUS GT disk drives. When I bought my 2nd Indus in March, I
did not get the Ramdisk software. Has this happened to anyone else?
Other than that, I have been quite pleased with the Indus drives. Doubl
density is such a luxury after 3 years of 810 single density. Any
comments ??
                                -Dave-

From 2108736129184929082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,248e03b1732190ba,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 12c65a,1314666dc9e35eef
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 129c11,28a37dbdc99fbc2f
X-Google-Attributes: gid129c11,public
X-Google-Thread: 14023a,28a37dbdc99fbc2f
X-Google-Attributes: gid14023a,public
X-Google-ArrivalTime: 1986-04-23 07:44:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!caip!
seismo!umcp-cs!aplcen!jhunix!ins_akaa
From: ins_akaa@jhunix.UUCP (Ken Arromdee)
Newsgroups: net.micro,net.consumers,net.micro.cbm,net.micro.atari8
Subject: Re: what is a COMMODORE PLUS-4 computer? (a consumer ripoff?)
Message-ID: <2601@jhunix.UUCP>
Date: Wed, 23-Apr-86 10:44:26 EST
Article-I.D.: jhunix.2601
Posted: Wed Apr 23 10:44:26 1986
Date-Received: Sat, 26-Apr-86 06:33:44 EST
References: <3184@ut-ngp.UUCP> <101@cbmvax.cbmvax.cbm.UUCP>
<120@cbmvax.cbmvax.cbm.UUCP>
Reply-To: ins_akaa@jhunix.ARPA (Ken Arromdee)

Distribution: na
Organization: TARDIS Repairs, Inc.
Lines: 12
Xref: watmath net.micro:14442 net.consumers:4995 net.micro.cbm:2173
net.micro.atari8:177

>They learned the lesson with the PLUS/4 that Atari, TI,
>Sinclair, and Mattel learned before -- no one can compete successfully
>with the C64 in the now $150 home computer market.

I hate to disappoint you, but Atari computers are still being sold...
--
Kenneth Arromdee
BITNET: G46I4701 at JHUVM, INS_AKAA at JHUVMS
CSNET: ins_akaa@jhunix.CSNET
ARPA: ins_akaa%jhunix@hopkins.ARPA
UUCP: {allegra!hopkins, seismo!umcp-cs, ihnp4!whuxcc}
!jhunix!ins_akaa

From -1643842110572175722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,baf0a04de670f71,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-23 08:05:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!
seismo!umcp-cs!cvl!umd5!hans
From: hans@umd5.UUCP (Hans Breitenlohner)
Newsgroups: net.micro.atari8
Subject: Memory upgrade for 600XL
Message-ID: <928@umd5.UUCP>
Date: Wed, 23-Apr-86 11:05:49 EST
Article-I.D.: umd5.928
Posted: Wed Apr 23 11:05:49 1986
Date-Received: Sat, 26-Apr-86 06:26:16 EST
Reply-To: hans@umd5.UUCP (Hans Breitenlohner)
Distribution: net
Organization: U of Md, CSC, College Park, Md
Lines: 6
Keywords: it's easy and cheap

I recently upgraded a 600XL from 16K to 64K ram. Materials required: two
64K x 4 memories and three pieces of wire (cost about $12).
Time required: about 1/2 to 1 hour. (That does not include time to figure
out how to do it, of course).
It probably voided my warranty (:-).
If there is any interest, I will write up instructions and post them.

From 8445948647811086774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d221fedb9fe0834c,start

X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-23 09:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!wwu.CSNET!8440827
From: 8440827@wwu.CSNET (Kinsman David J)
Newsgroups: net.micro.atari8
Subject: Archives/Assembly Language
Message-ID: <8604250945.AA09003@ucbvax.berkeley.edu>
Date: Wed, 23-Apr-86 13:54:00 EDT
Article-I.D.: ucbvax.8604250945.AA09003
Posted: Wed Apr 23 13:54:00 1986
Date-Received: Sun, 27-Apr-86 05:20:21 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

HI,

I was wondering if anyone out there can tell me what is in the archives.
I am unable to FTP the files and was wondering if a) there was anything
worth while in them and b) if there was some way of getting ahold of them.

My other question is: Does anybody know of either a good book on the atari
assembler editor cartrige or of a good assembler for the atari 400(32k)?

Any info. you can give me on these topics would be apreciated.

Thanks,
David Kinsman
8440827%WWU@CSNET-RELAY
Western Washington University

From -2691975239531620244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fa00d69a67dd3040,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-23 18:23:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ritvaxd.BITNET!signacc
From: signacc@ritvaxd.BITNET (Jim Berg)
Newsgroups: net.micro.atari8
Subject: VT-100 terminal emulator documentation
Message-ID: <8604240222.AA01622@ucbvax.berkeley.edu>
Date: Wed, 23-Apr-86 21:23:43 EST
Article-I.D.: ucbvax.8604240222.AA01622
Posted: Wed Apr 23 21:23:43 1986
Date-Received: Sat, 26-Apr-86 03:30:36 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Instittute of Technology, Rochester, NY
Lines: 136

I would have sent this from my personal accout, but am having disk quota problems I still get mail though.

This is the documentation that goes with the vt100 terminal emulator while it is valid for both versions, it has some references that will only work for the version already set up for the 835/1030 modems and 850 interface. I hope it works for you.

Jim Berg

----------cut along the dotted line----------

DOCUMENTATION FOR VT10SQ.OBJ

The VT-10sq. public domain terminal emulator allows the owners of a 1030, 835, and 850 interface with modem to emulate a VT-100 terminal with an 80 column screen. The 80 column screen is quite readable on monocrome monitors, color monitors with color off, and a good black and white televison set.

The file VT10SQ.OBJ should be downloaded then renamed autorun.sys. To use the program XL & XE owners should boot the translator disk with the option key held down. Then the disk with the autorun.sys file should be booted. 400/800 owners only need boot the autorun.sys file. The program then displays a title page which is then followed by a menu page. The baud rate option is self explanatory. The next option is "PROFS" or "DEC" these options select which key combinations generate keys not on the ATARI. An example are the PF keys which are used by mainframes to select options. The following tables describe the key sequences used.

The DEC option allows the Atari to be used like a standard VT100 to get keys on the VT100 keypad press ESC and then the key listed below. These keys are laid out roughly like the VT100 keypad thus making the easier to remember.

"DEC" OPTION KEYBOAD FUNCTIONS
VT100/ATARI

PF1/1	PF2/2	PF3/3	PF4/4
7 /Q	8 /W	9 /E	- /R
4 /A	5 /S	6 /D	, /F
1 /Z	2 /X	3 /C	ENTER
0 /B	.	/N	V

Additional VT-100 keyboard functions:

VT-100	ATARI
Backspace	Delete/BS
Delete	CTL-Delete/BS

Escape.....ESC ESC
Line feed.....LOGO

Cursor control is normal<ctl-arrow>.

For Example: To generate a vt100 key-pad 4 press ESC A.

PROFS is a protocol developed at Yale University and is used by most IBM mainframes. The chart below shows the PROFS' key, what you need to do to generate it, the vt100 equivilent, and what is transmitted.

"PROFS" OPTION KEYBOARD FUNCTIONS
CTL equals the CONTROL key

PROFS	ATARI	VT100 PAD	XMITTED
PF1	ESC 1	PF1	ESC O P
PF2	ESC 2	PF2	ESC O Q
PF3	ESC 3	PF3	ESC O R
PF4	ESC 4	7	ESC O w
PF5	ESC 5	8	ESC O x
PF6	ESC 6	9	ESC O y
PF7	ESC 7	4	ESC O t
PF8	ESC 8	5	ESC O u
PF9	ESC 9	6	ESC O v
PF10	ESC 0	1	ESC O q
PF11	ESC CLEAR	2	ESC O r
PF12	ESC INSER	3	ESC O s
PA1	ESC Q	PF4	ESC O S
PA2	ESC W	-	ESC O m
PA3	ESC E	,	ESC O l
NA	ESC R	0	ESC O p
NWLINE	RETURN	RETURN	^M
ENTER	ATARI	LF	^J
CLEAR	CTL CLEAR	ENTER	ESC O M

```
:_____________________________________:
:F TAB :TAB      :         :^I      :
:_____________________________________:
:DELETE:DELETE/BS:         :DELETE  :
:_____________________________________:
:ER EOF:CTL DEL/B:         :ESC DELT:
:_____________________________________:
:INSERT:CTL INSER:         :ESC O n :
:_____________________________________:
:HOME  :CTL H    :         :^H      :
:_____________________________________:
:RE-DIS:CTL V    :         :^V      :
+_____________________________________+
```

For Example: To generate a PA1 press ESC and then Q.

After that owners of modems which don't autodial dial the number then press the START button. 1030 and 835 owners when start is pressed another prompt appears asking which number to dial. Enter the number the desired and press return. If later on another number is desired press SELECT and the program will return to this page and request another number. All other modems must use the modem commands in terminal mode.

Example:

A Hayes owner wishes to dial 555-6666. After pressing start he would type ATDP 555 6666 (or ATDT if using a Touch-Tone system). The terminal session begins when the programs says Connect.

One final note this program has little error checking so make sure that your modem is on and plugged in before booting.

From 7647328171694342681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,baf0a04de670f71
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 06:00:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!XEROX.COM!Steele.Henr
From: Steele.Henr@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Re: Memory upgrade for 600XL
Message-ID: <860425-070028-2314@Xerox>
Date: Fri, 25-Apr-86 10:00:25 EDT
Article-I.D.: Xerox.860425-070028-2314
Posted: Fri Apr 25 10:00:25 1986
Date-Received: Sun, 27-Apr-86 05:23:36 EDT
References: <928@umd5.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Please ,do write up instructions and post them. I have wanted to do the same thing for awhile but without schematics it was going to take more time than I wanted to spend on it. But, if I don't have to re-invent the wheel I won't.

I be looking forward to seeing the instructions. Do you have schematics of an Atari 600XL? If so I'd like to discuss the possibility of getting a copy.

Thanks in advance,
John steele
XeroxAtari8Users^.X

From -6104207849184431403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,89625cd29717f7c9,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 06:14:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!XEROX.COM!Steele.Henr
From: Steele.Henr@XEROX.COM
Newsgroups: net.micro.atari8
Subject: 600Xl 64Kmemory upgrade
Message-ID: <860425-071451-2318@Xerox>
Date: Fri, 25-Apr-86 10:14:49 EDT
Article-I.D.: Xerox.860425-071451-2318
Posted: Fri Apr 25 10:14:49 1986
Date-Received: Sun, 27-Apr-86 05:59:27 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 42

Can someone on the net tell me how to respond to this message from: ucdavis!lll-lcc!lll-crg!caip!seismo!umcp-cs!cvl!umd5!hans@ucbvax.berkeley.edu (Hans Breitenlohner). I tried to send my reply to him but the entire return path was too long. I shortened the return path to: lll-crg!caip!seismo!umcp-cs!cvl!umd5!hans@ucbvax.berkeley.edu and the message was sent but I do not know if it has been received.

Is the above the correct way for a person at Xerox to respond to this ARPA net address?

>From:
>ucdavis!lll-lcc!lll-crg!caip!seismo!umcp-cs!cvl!umd5!hans@ucbvax.berkeley.edu
>(Hans Breitenlohner)
>Organization: U of Md, CSC, College Park, Md
>Subject: Memory upgrade for 600XL
>Message-Id: <928@umd5.UUCP>
>Sender: postmast@cornella.BITNET (fix your mailer)
>Real-Annoyed-Sender: usenet@ucbvax.berkeley.edu

>Errors-To: <info-atari8-request@score.stanford.edu>
>To: info-atari8@score.stanford.edu

>I recently upgraded a 600XL from 16K to 64K ram. Materials required:
two
>64K x 4 memories and three pieces of wire (cost about $12).
>Time required: about 1/2 to 1 hour. (That does not include time to
figure
>out how to do it, of course).
>It probably voided my warranty (:-).
>If there is any interest, I will write up instructions and post them.

>>Please ,do write up instructions and post them. I have wanted to do
the same >>thing for awhile but without schematics it was going to take
more time than I >>wanted to spend on it. But, if I don't have to
re-invent the wheel I won't.
>> I be looking forward to seeing the instructions. Do you have
schematics of >>an Atari 600XL? If so I'd like to discuss the
possibility of getting a copy.
                            Thanks in advance,
                            John steele
                            XeroxAtari8Users^.X

From -4648024889395945701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d221fedb9fe0834c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 06:21:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Archives/Assembly Language
Message-ID: <8604251521.AA00900@mitre-bedford.ARPA>
Date: Fri, 25-Apr-86 10:21:22 EDT
Article-I.D.: mitre-be.8604251521.AA00900
Posted: Fri Apr 25 10:21:22 1986
Date-Received: Sun, 27-Apr-86 05:23:52 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 23

David Kinsman asks what is a good source for info on the Atari
Assembler/Editor cartridge.

A manual on the assembler/editor I believe comes with the cartridge.
I don't know if it is available separately from Atari.

The best thing I have seen yet on Atari 8-bit assembly language is a BYTE book
called "Assembly Language Programming for the Atari Computers", by Mark

Chasin. This book sells for $15.95 and I would say it is a MUST BUY for anyone who is new to Atari assembly language. It tells you how to do all the "real" things like disk I/O, graphics, sound, etc., with actual examples of (usually) working code. Since it is specific to the Atari and not just any old 6502 machine, it gives the specific OS vector addresses. It is also very clearly written. Mr. Chasin deserves an A+ for the quality and usefulness of this book. The book is available from Mc-Graw Hill, 1221 Avenue of the Americas NY NY 10020 if you cannot find it locally. You of course should also have COMPUTE!s "Mapping the Atari", "Inside Atari DOS" (Byte books?), and "de re Atari" (APX, reprints available several places) if you are serious.

Have fun!

-John Sangster
jhs@mitre-bedford.arpa

From 1278305900491567453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7738d26e653e72e3
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 09:36:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.0) based on 4.3bsd-beta 6/6/85; site tekigm2.UUCP
Path: utzoo!decvax!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: Termcap entry needed for 130xe
Message-ID: <622@tekigm2.UUCP>
Date: Fri, 25-Apr-86 13:36:24 EDT
Article-I.D.: tekigm2.622
Posted: Fri Apr 25 13:36:24 1986
Date-Received: Sun, 27-Apr-86 12:13:19 EDT
References: <2260@watmath.UUCP>
Distribution: na
Organization: Tektronix, Inc., Beaverton, OR
Lines: 41

In article <2260@watmath.UUCP>, daroloson@watmath.UUCP (Dani A. Roloson) writes:
>
> I need a termcap entry for an Atari 130xe with an Indus drive running
> Antic's Chameleon vt52xl terminal emulation.
> The one below (supplied with the disk) does not clear the screen
> when 'vi' is invoked on our vax and the tildes are on the right hand side
> of the screen.
> Please *MAIL* me any suggestions or improved entries.
> I would also appreciate an explanation of what yours does and
> why the one below doesn't work.
>
>   Thanks,
>   Dani Roloson
>

> DOESN'T WORK:
>
> set noglob;
> setenv TERM vt52xl ;
> setenv TERMCAP 'xl|vt52xl|Chameleon
VT-52xl:so=\EF:se=\EG:al=\EN:dl=\EO:im:em:ic=\EL:dm:ed:dc=\EM:bs:cd=\EJ:ce=\EK:cl=
\EH\EJ:cm=\EY%+ %
+ :co#80:li#24:nd=\EC:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:';
> unset noglob;
> echo Chameleon supported ;
>
>
> --
>   UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
>   ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa
>   CSNET: daroloson%watmath@waterloo.CSNET
>
> "I don't need a disclaimer. Nobody will admit to knowing me."
Interestingly, this is the termcap that I have been using from a 130XE to a Gould UNIX like computer/software and it works fine. However, when trying to use the same termcap to our VAX 780, I get something similar to that described. I loose my cursor to the lower right hand corner when in any form of vi editing and I do not get a clear screen when reading news. At one point, however, this termcap did work on the 780 or on a 750, I am not sure which. My conclusion is that some form of VAX software upgrade screwed this termcap up, hence the reason it still works on the Gould. I also, would be interested if someone has a fix on the problem. As I say, I think that the problem only shows up on some forms of UNIX.

--Bill--

From 8422759042538827748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,baf0a04de670f71
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 09:52:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!XEROX.COM!Steele.Henr
From: Steele.Henr@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Re: Memory upgrade for 600XL
Message-ID: <860425-105230-2507@Xerox>
Date: Fri, 25-Apr-86 13:52:24 EDT
Article-I.D.: Xerox.860425-105230-2507
Posted: Fri Apr 25 13:52:24 1986
Date-Received: Sun, 27-Apr-86 06:06:43 EDT
References: <928@umd5.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

I recently upgraded a 600XL from 16K to 64K ram. Materials required:
two
64K x 4 memories and three pieces of wire (cost about $12).
Time required: about 1/2 to 1 hour. (That does not include time to
figure
out how to do it, of course).
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the same >>thing for awhile but without schematics it was going to take
more time than I >>wanted to spend on it. But, if I don't have to
re-invent the wheel I won't.
>> I'll be looking forward to seeing the instructions. Do you have
schematics of >>an Atari 600XL? If so I'd like to discuss the
possibility of getting a copy.
                            Thanks in advance,
                            John Steele
                            XeroxAtari8Users^.X

From -3101065294392695269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,dc6de0ac549b5be1,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 10:04:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!INDYCMS.BITNET!IHLS400
From: IHLS400@INDYCMS.BITNET (Holly Stowe)
Newsgroups: net.micro.atari8
Subject: ATARI Assembler
Message-ID: <8604251947.AA16747@ucbvax.berkeley.edu>
Date: Fri, 25-Apr-86 14:04:00 EDT
Article-I.D.: ucbvax.8604251947.AA16747
Posted: Fri Apr 25 14:04:00 1986
Date-Received: Sun, 27-Apr-86 06:08:39 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

I second John Sangster's recommendation of the Assembler for the ATARI
book. (This from a none-too-experienced ATARI Assembler user.)

Holly Stowe
IHLS400 at INDYCMS (BITNET)

From 5947878222576357158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f2f9d0a134b4275b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 10:24:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!EDWARDS-2060.ARPA!KELLEY
From: KELLEY@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari8
Subject: LODE RUNNER
Message-ID: <12201704379.12.KELLEY@EDWARDS-2060.ARPA>
Date: Fri, 25-Apr-86 14:24:00 EDT
Article-I.D.: EDWARDS-.12201704379.12.KELLEY
Posted: Fri Apr 25 14:24:00 1986
Date-Received: Sun, 27-Apr-86 06:09:29 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

I just received Championship Lode Runner last week and have been loosing my hair ever since. I know their must be some Lode Runner fans out there somewhere. It seems I lack the ability to get by the very first screen. Some friends of mine have also tried but we still can't seem to get the last barrel at the bottom of the screen. Before I go entirely bald, I would appreciate any responses from fellow gamers out their in Atari land.

Thanks.

Frank (quickly thinning)

From 4431358688491263163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,745746b550b94ea2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 10:48:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.0) based on 4.3bsd-beta 6/6/85; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: 256k upgrades
Message-ID: <623@tekigm2.UUCP>
Date: Fri, 25-Apr-86 14:48:05 EDT
Article-I.D.: tekigm2.623
Posted: Fri Apr 25 14:48:05 1986
Date-Received: Mon, 28-Apr-86 04:55:35 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 26

Thanks for all of the replies to my questions on routing wires for the Newell 256k upgrade kit. David Young (of CDY) has been very helpful and it turns out that there is a way of easily routing the wires to the underside of the board using the holes that the plastic cart holder fits in. Remove the plastic holder and you will see that you can open up both the slot and the hole to route the wires thru. All wires (except the one going to the one resistor pad) can be routed to the underneath and soldered to the socket pins, which is far safer then soldering to the IC leads. No pins need to be removed from their sockets and bent up. One thing that I would suggest, altho, is to discard the black insulated wire that comes with the kit and obtain color coded/striped wire to eliminate any possibility of misrouting/miswiring any of the jumpers. I am still in the process of upgrading my 800XL so more questions or answers may be forthcoming. I am assuming that there must be otthers on the net trying to do this upgrade (or the Rambo xl) as the computer stores are hard pressed to keep these kits in stock and unless everyone is putting them away for a rainy day(?) someone must be trying to install them. As previously mentioned, the Rambo xl kit has quite explicit instructions, with them and the instructions from Newell and with help, I am beginning to see how to install the Newell. It does not have what I am used too in the way of an instruction sheet. However, CDY has made Newell aware of this and maybe better instructions are forthcoming (hopefully) for those of us who are trying this kit out. (I am not holding my breath, however.) Being a model railroader, I am used to vague instructions, however, electronics/computers are a little harder to fix by seat of the pants maneuvers.

--Bill-

From 291574129642556100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d3c1ded3ccf6515b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 11:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!NJECNVM.BITNET!H155699
From: H155699@NJECNVM.BITNET
Newsgroups: net.micro.atari8
Subject: Still Looking for info on the Archives...
Message-ID: <8604252045.AA17866@ucbvax.berkeley.edu>
Date: Fri, 25-Apr-86 15:29:00 EDT
Article-I.D.: ucbvax.8604252045.AA17866
Posted: Fri Apr 25 15:29:00 1986
Date-Received: Sun, 27-Apr-86 06:09:58 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Whats up everybody??
The question that is still on some of our minds here at BITNET is...
Is there anything good or even fair stored in the archives and,
if there is...HOW can we access it???!!! Possibly, the only way
us people on BITNET can get files is if a kind-hearted soul on ARPA

sent them to us...HINT...HINT..all you ARPA people.....
Please let us know anyway...

Regards,
Mike Maloney

M. Maloney
H155699@NJECNVM.BITNET

From 17405335636599386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,8f213bf6641aef99,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 11:50:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!brahms!mahlen
From: mahlen@brahms.BERKELEY.EDU (Mahlen Morris)
Newsgroups: net.micro.atari8
Subject: Communicating between two 800xl's through j-ports
Message-ID: <13409@ucbvax.BERKELEY.EDU>
Date: Fri, 25-Apr-86 15:50:00 EDT
Article-I.D.: ucbvax.13409
Posted: Fri Apr 25 15:50:00 1986
Date-Received: Sun, 27-Apr-86 06:08:10 EDT
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: mahlen@brahms.UUCP (Mahlen Morris)
Organization: University of California, Berkeley
Lines: 16

Howdy all, i'm kind of new to the net, so please excuse various and sundry
stupidities on my part.

Anyway, I've been trying to get my two 800xl's to talk between the joystick
ports through some simple connectors that i soldered up. The problem i'm
having is that it seems i can only reliably ground (i.e., send to zero) one
line at a time. Grounding two lines works, but is flaky; three lines, no
way. However, if i send the info to the same computer, all 4 lines can
be grounded. Has anyone else experienced this? I have a feeling that this
has something to do with voltages and that there is zilch i can do about
it. Has anyone succeeded at inter-800 communication?

mahlen morris

(mahlen@brahms) at Berkeley (what should this message be)?

From -1094971201809767314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,baf0a04de670f71
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 14:00:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!glacier!
oliveb!hplabs!hpda!hpisoa2!hpitg!Xerox!Henr@Xerox
From: Henr%Xerox@Xerox.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Memory upgrade for 600XL
Message-ID: <860425@Xerox>
Date: Fri, 25-Apr-86 18:00:00 EDT
Article-I.D.: Xerox.860425
Posted: Fri Apr 25 18:00:00 1986
Date-Received: Wed, 14-May-86 07:47:27 EDT
Lines: 11

Please ,do write up instructions and post them. I have wanted to do the same thing for awhile but without schematics it was going to take more time than I wanted to spend on it. But, if I don't have to re-invent the wheel I won't.

I be looking forward to seeing the instructions. Do you have schematics of an Atari 600XL? If so I'd like to discuss the possibility of getting a copy.

Thanks in advance,
John steele
XeroxAtari8Users^.X

From 7092657585618491635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d221fedb9fe0834c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 14:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!glacier!
oliveb!hplabs!hpda!hpisoa2!hpitg!mitre-bed!jhs@mitre-bed
From: jhs%mitre-bed@mitre-bed.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Archives/Assembly Language
Message-ID: <14316929@mitre-bed>
Date: Fri, 25-Apr-86 18:21:00 EDT
Article-I.D.: mitre-be.14316929
Posted: Fri Apr 25 18:21:00 1986
Date-Received: Wed, 14-May-86 07:46:55 EDT
References: <14316353@ucbvax>
Lines: 23

David Kinsman asks what is a good source for info on the Atari Assembler/Editor cartridge.

A manual on the assembler/editor I believe comes with the cartridge. I don't know if it is available separately from Atari.

The best thing I have seen yet on Atari 8-bit assembly language is a BYTE book called "Assembly Language Programming for the Atari Computers", by Mark

Chasin. This book sells for $15.95 and I would say it is a MUST BUY for anyone who is new to Atari assembly language. It tells you how to do all the "real" things like disk I/O, graphics, sound, etc., with actual examples of (usually) working code. Since it is specific to the Atari and not just any old 6502 machine, it gives the specific OS vector addresses. It is also very clearly written. Mr. Chasin deserves an A+ for the quality and usefulness of this book. The book is available from Mc-Graw Hill, 1221 Avenue of the Americas NY NY 10020 if you cannot find it locally. You of course should also have COMPUTE!s "Mapping the Atari", "Inside Atari DOS" (Byte books?), and "de re Atari" (APX, reprints available several places) if you are serious.

Have fun!

-John Sangster
jhs@mitre-bedford.arpa

From 5129778366194509179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,dc6de0ac549b5be1
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 18:04:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!glacier!
oliveb!hplabs!hpda!hpisoa2!hpitg!ucbvax!IHLS400@ucbvax
From: IHLS400%ucbvax@ucbvax.UUCP
Newsgroups: net.micro.atari8
Subject: ATARI Assembler
Message-ID: <14317355@ucbvax>
Date: Fri, 25-Apr-86 22:04:00 EDT
Article-I.D.: ucbvax.14317355
Posted: Fri Apr 25 22:04:00 1986
Date-Received: Wed, 14-May-86 07:49:48 EDT
Lines: 5

I second John Sangster's recommendation of the Assembler for the ATARI book. (This from a none-too-experienced ATARI Assembler user.)

Holly Stowe
IHLS400 at INDYCMS (BITNET)

From -275881141221421335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f2f9d0a134b4275b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 18:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!glacier!
oliveb!hplabs!hpda!hpisoa2!hpitg!EDWARDS-2!KELLEY@EDWARDS-2
From: KELLEY%EDWARDS-2@EDWARDS-2.UUCP
Newsgroups: net.micro.atari8
Subject: LODE RUNNER

Message-ID: <399725836@EDWARDS-2>
Date: Fri, 25-Apr-86 22:24:00 EDT
Article-I.D.: EDWARDS-.399725836
Posted: Fri Apr 25 22:24:00 1986
Date-Received: Wed, 14-May-86 07:50:53 EDT
Lines: 15

I just received Championship Lode Runner last week and have been loosing my hair ever since. I know their must be some Lode Runner fans out there somewhere. It seems I lack the ability to get by the very first screen. Some friends of mine have also tried but we still can't seem to get the last barrel at the bottom of the screen. Before I go entirely bald, I would appreciate any responses from fellow gamers out their in Atari land.

Thanks.

Frank (quickly thinning)

From -3661905789425686167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,757eae117f9c419,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 19:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!glacier!oliveb!hplabs!hpda!hpisoa2!hpitg!ucbvax!H155699@ucbvax
From: H155699%ucbvax@ucbvax.UUCP
Newsgroups: net.micro.atari8
Subject: Still Looking for info on the Archiv
Message-ID: <14317453@ucbvax>
Date: Fri, 25-Apr-86 23:29:00 EDT
Article-I.D.: ucbvax.14317453
Posted: Fri Apr 25 23:29:00 1986
Date-Received: Wed, 14-May-86 07:48:58 EDT
Lines: 14

Subject: Still Looking for info on the Archives...

Whats up everybody??
The question that is still on some of our minds here at BITNET is...
Is there anything good or even fair stored in the archives and,
if there is...HOW can we access it???!!! Possibly, the only way
us people on BITNET can get files is if a kind-hearted soul on ARPA
sent them to us...HINT...HINT..all you ARPA people.....
Please let us know anyway...

Regards,

Mike Maloney

M. Maloney
H155699@NJECNVM.BITNET

From -8634016066242459656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7738d26e653e72e3
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 19:36:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!glacier!
oliveb!hplabs!hpda!hpisoa2!hpitg!tekigm2!wrd@tekigm2
From: wrd%tekigm2@tekigm2.UUCP
Newsgroups: net.micro.atari8
Subject: Re: Termcap entry needed for 130xe
Message-ID: <622@tekigm2>
Date: Fri, 25-Apr-86 23:36:00 EDT
Article-I.D.: tekigm2.622
Posted: Fri Apr 25 23:36:00 1986
Date-Received: Wed, 14-May-86 07:46:42 EDT
References: <2260@watmath>
Lines: 41

In article <2260@watmath.UUCP>, daroloson@watmath.UUCP (Dani A. Roloson) writes:
>
> I need a termcap entry for an Atari 130xe with an Indus drive running
> Antic's Chameleon vt52xl terminal emulation.
> The one below (supplied with the disk) does not clear the screen
> when 'vi' is invoked on our vax and the tildes are on the right hand side
> of the screen.
> Please *MAIL* me any suggestions or improved entries.
> I would also appreciate an explanation of what yours does and
> why the one below doesn't work.
>
>   Thanks,
>   Dani Roloson
>
> DOESN'T WORK:
>
> set noglob;
> setenv TERM vt52xl ;
> setenv TERMCAP 'xl|vt52xl|Chameleon
VT-52xl:so=\EF:se=\EG:al=\EN:dl=\EO:im:em:ic=\EL:dm:ed:dc=\EM:bs:cd=\EJ:ce=\EK:cl=
\EH\EJ:cm=\EY%+ %
+ :co#80:li#24:nd=\EC:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:';
> unset noglob;
> echo Chameleon supported ;
>
>
> --
>   UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
>   ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa

>   CSNET: daroloson%watmath@waterloo.CSNET
>
> "I don't need a disclaimer. Nobody will admit to knowing me."
Interestingly, this is the termcap that I have been using from a 130XE to a Gould UNIX like computer/software and it works fine. However, when trying to use the same termcap to our VAX 780, I get something similar to that described. I loose my cursor to the lower right hand corner when in any form of vi editing and I do not get a clear screen when reading news. At one point, however, this termcap did work on the 780 or on a 750, I am not sure which. My conclusion is that some form of VAX software upgrade screwed this termcap up, hence the reason it still works on the Gould. I also, would be interested if someone has a fix on the problem. As I say, I think that the problem only shows up on some forms of UNIX.

--Bill--

From -7584477918964124781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,569c95f272aee611,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-25 19:50:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!decwrl!glacier!
oliveb!hplabs!hpda!hpisoa2!hpitg!ucbvax!mahlen@ucbvax
From: mahlen%ucbvax@ucbvax.UUCP
Newsgroups: net.micro.atari8
Subject: Communicating between two 800xl's th
Message-ID: <13409@ucbvax>
Date: Fri, 25-Apr-86 23:50:00 EDT
Article-I.D.: ucbvax.13409
Posted: Fri Apr 25 23:50:00 1986
Date-Received: Wed, 14-May-86 07:48:03 EDT
Lines: 18

Subject: Communicating between two 800xl's through j-ports

Howdy all, i'm kind of new to the net, so please excuse various and sundry stupidities on my part.

Anyway, I've been trying to get my two 800xl's to talk between the joystick ports through some simple connectors that i soldered up. The problem i'm having is that it seems i can only reliably ground (i.e., send to zero) one line at a time. Grounding two lines works, but is flaky; three lines, no way. However, if i send the info to the same computer, all 4 lines can be grounded. Has anyone else experienced this? I have a feeling that this has something to do with voltages and that there is zilch i can do about it. Has anyone succeeded at inter-800 communication?

mahlen morris

(mahlen@brahms) at Berkeley (what should this message be)?

From -6807046569446211645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5476ffc594ba42ad,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-28 15:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!husc6!panda!genrad!decvax!ittatc!dcdwest!
sdcsvax!sdcrdcf!hplabs!hpda!hpisoa2!hpitg!ucbvax!godden@ucbvax
From: godden@ucbvax
Newsgroups: net.micro.atari8
Subject: inter-atari communication
Message-ID: <14347243@ucbvax>
Date: Mon, 28-Apr-86 18:45:00 EDT
Article-I.D.: ucbvax.14347243
Posted: Mon Apr 28 18:45:00 1986
Date-Received: Wed, 14-May-86 06:07:09 EDT
Lines: 9

To Mahlen Morris:

I cannot help you with your question/problem, but I would love to know more
about what you're doing to get 2 800 xl's to talk to each other. I'd like
to let an xe talk to an old 800, and I suspect there may be lots of people
interested in similar things. Can you give us more info? Have you yet
written any software? What do intend to do once you get your machines talking?

godden%gmr@csnet-relay

From 7004973437441894991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1610c375fc93bfe4,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-29 06:18:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!glacier!oliveb!
hplabs!hpda!hpisoa2!hpitg!ucbvax!PGELHAUSEN%MAR@ucbvax
From: PGELHAUSEN%MAR%ucbvax@ucbvax.UUCP
Newsgroups: net.micro.atari8
Subject: Couldn't reply directly...
Message-ID: <14355835@ucbvax>
Date: Tue, 29-Apr-86 09:18:00 EDT
Article-I.D.: ucbvax.14355835
Posted: Tue Apr 29 09:18:00 1986
Date-Received: Tue, 13-May-86 08:58:28 EDT
Lines: 44

From: JUP::MAILER   28-APR-1986 19:39
To: MAR::PGELHAUSEN
Subj: Undeliverable mail

The following message could not be delivered because
550 User "rgenter"bbn-labs-b" Unknown

Date: 28 Apr 86 19:28:00 PST
From: mar.pgelhausen@ames-vmsb.ARPA
Subject: --- Wherre did I come from? ---
To: rgenter"bbn-labs-b@ames-vmsb.ARPA
Reply-To: mar.pgelhausen@ames-vmsb.ARPA

The cheapest hack I can think of goes like this:

When you start a program you type:

```
RUN "Dx:PROGNAME.BAS" : REM or something like this, followed by a [ret]
REM the cursor then goes the the start of this line.
REM so print "<up-arrow>"
REM find cursor's row from peek(84),
REM loop on a LOCATE XPOS,YPOS,SCRVAL until SCRVAL = ":"
REM LOCATE again on XPOS-1,YPOS,SCRVAL and you have a
REM number (in ASCII) "1"-"4" or you have a "D"
```

Something like this

```
10 XP=0:YP=PEEK(84)-1
20 POS. XP,YP:LOC.XP,YP,CH:IF CH = 58 GOTO 40
30 IF YP=39 GOTO 100
35 YP=YP+1:GOTO 20
40 LOC. XP,YP-1,CH:CH=CH-48:IF CH>8 CH=1
50 ?"Drive #";CH;" (I Think...)"
60 GOTO 999
70 ?"could NOT find colon!"
999 END
```

Good luck! (This is on the spur of the moment,
and has not been tested.....

-Richard Hartman
(address under flux)

From 4824350647905305877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d5b13e41c2ad83be,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-29 14:23:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!
seismo!mcvax!ukc!stc!vasos
From: vasos@stc.co.uk
Newsgroups: net.micro.atari8
Subject: Happy Software version 7

Message-ID: <328@davaar.tcom.stc.co.uk>
Date: Tue, 29-Apr-86 17:23:15 EDT
Article-I.D.: davaar.328
Posted: Tue Apr 29 17:23:15 1986
Date-Received: Sun, 4-May-86 04:33:45 EDT
Organization: STC Telecoms, London N11 1HB.
Lines: 9

Can anybody out there confirm that Happy software version 7 is available
(or unavailable as the case may be)? According to the documentation supplied
with the board there should be something available 'soon'.

If it is available I'd be grateful for for a U.K. suppliers address.

thanks in advance,
Vasos Petrou
STC Local Transmission Div.

From 6193992132747378927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9ecf8a79e36011fa,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-29 14:23:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!XEROX.COM!Desaulniers.PA
From: Desaulniers.PA@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Omniterm
Message-ID: <860429-142334-1297@Xerox>
Date: Tue, 29-Apr-86 17:23:32 EDT
Article-I.D.: Xerox.860429-142334-1297
Posted: Tue Apr 29 17:23:32 1986
Date-Received: Fri, 2-May-86 07:38:05 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 27

I recently purchased OmniView256KXL and installed it in my 800XL along
with the Newell 256KXL upgrade. Included with the purchase of Omniview
was a disk that contained the software for Omniwriter, the 80 column
word processor. To my surprise, on the disk was a file called README.
Which I did. The file explained that their was yet another program on
the disk named Omniterm, a terminal program that will work with the
Omniview upgrade. The program has one condition before it can be used.
That condition is that you must have an RS232 handler to append to it to
make it work with an interface. (mine is an 850). Herein lies my
problem. I did find a file on a public domain disk called RS232.ARS,
which I assumed was a ML file to generate a R: handler for a serial
interface (ie the 850). The file was 2 sectors long. Well I appended
it to the Omniterm program as instructed but when it finished reading in
the MAC.SYS file (a separate file that needs to be read in by Omniterm

for the terminal parameters, I think) it gives a message of ....done and
then it generates an Error 130 (no such device).

Can anyone, particularly C. David Young, tell me what I am doing wrong,
what the program really needs, and/or where I can find an RS232 Handler
to make Omniterm work.

Thanks,

Peter Desaulniers

From -3900586692185490752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,eb44e21d49776bcf,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-29 19:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!HIS-PHOENIX-
MULTICS.ARPA!DPickett
From: DPickett@HIS-PHOENIX-MULTICS.ARPA
Newsgroups: net.micro.atari8
Subject: Trans for Atari8
Message-ID: <860430021521.132684@HIS-PHOENIX-MULTICS.ARPA>
Date: Tue, 29-Apr-86 22:15:00 EDT
Article-I.D.: HIS-PHOE.860430021521.132684
Posted: Tue Apr 29 22:15:00 1986
Date-Received: Fri, 2-May-86 22:06:24 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

Subject: Blackpatch Dying?

Sender: DPickett.FED%HIS-PHOENIX-MULTICS at CISL-SERVICE-MULTICS

Time: Monday, 29 April 1986 21:56 edt

To: info-atari8 at SU-SCORE

     I was wondering if I am a chump. I sent Blackpatch Systems in
Maryland about $200 for an INDUS GT disk drive. I called them after
about a month, but they said that Indus was backordered and there would
be a delay. I called yesterday, and their 800 number was disconnected.
I called over and over today, but their 301 area code number was busy.
Is it time to call the postal inspector or file with their receviers?
They have never even acknowledged my order. To add insult to injury,
they reduced the price in this month's antic ad. Why not, they have the
interest on the cash from the bank check I had to send because they do
not trust our personal checks.

David Pickett

Phone: 215-839-6647

Arpa: DPickett.FED%pco@CISL-SERVICE-MULTICS.ARPA

From 5321474393902388412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,eb44e21d49776bcf
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-04-30 04:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!glacier!oliveb!
hplabs!hpda!hpisoa2!hpitg!HIS-PHOEN!DPickett@HIS-PHOEN
From: DPickett%HIS-PHOEN@HIS-PHOEN.UUCP
Newsgroups: net.micro.atari8
Subject: Trans for Atari8
Message-ID: <19223113@HIS-PHOEN>
Date: Wed, 30-Apr-86 07:15:00 EDT
Article-I.D.: HIS-PHOE.19223113
Posted: Wed Apr 30 07:15:00 1986
Date-Received: Tue, 13-May-86 08:59:10 EDT
Lines: 24

Subject: Blackpatch Dying?

Sender: DPickett.FED%HIS-PHOENIX-MULTICS at CISL-SERVICE-MULTICS

Time: Monday, 29 April 1986 21:56 edt

To: info-atari8 at SU-SCORE

     I was wondering if I am a chump. I sent Blackpatch Systems in
Maryland about $200 for an INDUS GT disk drive. I called them after
about a month, but they said that Indus was backordered and there would
be a delay. I called yesterday, and their 800 number was disconnected.
I called over and over today, but their 301 area code number was busy.
Is it time to call the postal inspector or file with their receviers?
They have never even acknowledged my order. To add insult to injury,
they reduced the price in this month's antic ad. Why not, they have the
interest on the cash from the bank check I had to send because they do
not trust our personal checks.

David Pickett

Phone: 215-839-6647

Arpa: DPickett.FED%pco@CISL-SERVICE-MULTICS.ARPA

From -645978404801008415

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d8e05bfb2933d0b2
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-02 05:40:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!wanginst!ulowell!ci-dandelion!talcott!husc6!harvard!cmcl2!seismo!rochester!kodak!ektools!bruce
From: bruce@ektools.UUCP (Bruce D. Nelson)
Newsgroups: net.micro.atari8
Subject: Re: From which drive did I start (Atari-800)?
Message-ID: <388@ektools.UUCP>
Date: Fri, 2-May-86 08:40:53 EDT
Article-I.D.: ektools.388
Posted: Fri May 2 08:40:53 1986
Date-Received: Tue, 6-May-86 06:45:00 EDT
References: <8604230049.AA04104@ucbvax.berkeley.edu>
Reply-To: bruce@ektools.UUCP (Bruce D. Nelson (408))
Organization: Eastman Kodak, Dept. 47
Lines: 26

In article <8604230049.AA04104@ucbvax.berkeley.edu> rgenter@BBN-LABS-B.ARPA (Rick Genter) writes:
>   Is there some way, from Basic, to determine from which disk drive the
>currently executing program was started? Obviously if the program was just
>typed in this should return a <No such drive> indication. But if I typed:
>
>   RUN "D3:FOO.BAS
>
>is there something that FOO.BAS can do to determine that it was executed from
>D3: as opposed to D<anything else>:? As this is Basic, no hack, no matter
>how gross or disgusting, will be frowned upon, as long as it works :-).

BASIC uses IOCB #7 to do all its internal I/O (LOAD, RUN, SAVE, LPRINT, etc.). Therefore, if you do a PEEK(195) which is the ICDNO of IOCB #7 you will get an integer which is the unit number of the device last accessed (although the IOCB is closed by then). Make sure you do no other channel 7 I/O before you do the PEEK(195).

If you do a PEEK(195) after an LPRINT, you get a 1, which is the unit number of "P1:". If you do a PEEK(195) right after you did a LOAD "D6:FOO", you will get a 6. Try it - it really works!

Bruce D. Nelson
{...}!rochester!kodak!ektools!bruce
C-Serve: 70175,672
Delphi: BRUCENELSON
BBS: (716)334-8232 SUNDAYS ONLY 9am-9pm EDT

From -977414013565167934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6d908bd6a593560c,start
X-Google-Attributes: gid15c82e,public

X-Google-ArrivalTime: 1986-05-02 08:53:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!INDYCMS.BITNET!ISDF400
From: ISDF400@INDYCMS.BITNET (Stephen Dea Fultz)
Newsgroups: net.micro.atari8
Subject: Reset
Message-ID: <8605021919.AA02392@ucbvax.berkeley.edu>
Date: Fri, 2-May-86 11:53:00 EDT
Article-I.D.: ucbvax.8605021919.AA02392
Posted: Fri May 2 11:53:00 1986
Date-Received: Sat, 3-May-86 19:26:56 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

I have a 2 month old child that likes to hit the reset button
on my 800. Does anyone know if this will cause damage to the
800? She likes to see the screen change.

From -7780625005098182519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9ecf8a79e36011fa
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-02 11:03:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-lcc!lll-crg!
seismo!rochester!kodak!ektools!bruce
From: bruce@ektools.UUCP (Bruce D. Nelson)
Newsgroups: net.micro.atari8
Subject: Re: Omniterm
Message-ID: <389@ektools.UUCP>
Date: Fri, 2-May-86 14:03:45 EDT
Article-I.D.: ektools.389
Posted: Fri May 2 14:03:45 1986
Date-Received: Wed, 7-May-86 01:34:32 EDT
References: <860429-142334-1297@Xerox>
Reply-To: bruce@ektools.UUCP (Bruce D. Nelson (408))
Organization: Eastman Kodak, Dept. 47
Lines: 16

In article <860429-142334-1297@Xerox> Desaulniers.PA@XEROX.COM writes:
>...... The program has one condition before it can be used.
>That condition is that you must have an RS232 handler to append to it to
>make it work with an interface. (mine is an 850). Herein lies my
>problem ....

The RS232 handler for an 850 resides in the AUTORUN.SYS file which is
on an ORIGINAL DOS 2.0 release disk. It is also in RS232.COM of a DOS-XL
disk. Sometimes you have to turn the 850 off and on before rebooting the
Atari CPU before the 850 handler will self-load.

Bruce Nelson
{...}!rochester!kodak!ektools!bruce
C-Serve: 70175,672
Delphi: BRUCENELSON
BBS: (716)334-8232 SUNDAYS ONLY 9am to 9pm EDT

From 4275738213272753654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fa6c3fb0e3ac55a7,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-02 13:45:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!EDWARDS-2060.ARPA!KELLEY
From: KELLEY@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari8
Subject: Revision C Basic
Message-ID: <12203554183.17.KELLEY@EDWARDS-2060.ARPA>
Date: Fri, 2-May-86 16:45:16 EDT
Article-I.D.: EDWARDS-.12203554183.17.KELLEY
Posted: Fri May 2 16:45:16 1986
Date-Received: Sat, 3-May-86 19:26:21 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

Hello Atariland,

Just thought I would pass along some general information about the Revision C Basic that I have acquired. For those 800xl owners who are tired of the bugs in their built-in BASIC there is still hope. For those of you (who like me) who don't want to fool around with cartridges there is a place called B & C Computervisions who sell the ROM IC version for $10.00 plus shipping and handling. I just finished installing one of these magic chips and my computer has been singing Rev. C ever since. It only takes about 10 minutes to install the chip. If your not sure of what revision BASIC you have, just type in the folling line at the ready prompt
---

From 8972247814312414623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fa6c3fb0e3ac55a7
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-02 13:56:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!EDWARDS-2060.ARPA!KELLEY
From: KELLEY@EDWARDS-2060.ARPA

Newsgroups: net.micro.atari8
Subject: Revision C Basic
Message-ID: <12203556304.17.KELLEY@EDWARDS-2060.ARPA>
Date: Fri, 2-May-86 16:56:55 EDT
Article-I.D.: EDWARDS-.12203556304.17.KELLEY
Posted: Fri May 2 16:56:55 1986
Date-Received: Sun, 4-May-86 05:28:36 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

Atarians,

Sorry about the last message but my fingers were typing slower than I was thinking. Anyhow like I was saying, by typing in the folling line at the ready prompt you will know which revision you have.

```
Print Peek(43234)
```

Match the number that the computer responds with to the list below.

```
Revision A ---> 162
Revision B ---> 96
Revision C ---> 234
```

You can find the ad for Computervisions in ANTIC magazine (just read the fine print). Time for installing the chip is about 10 minutes. It is socketed so anyone can perform this without any electronic experience.

I also wanted to thank those of you who helped me out with my Championship Lode Runner problem. It seems I will have to be more imaginative with this program.

From 178679635867386541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ff3195c06d94e7c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-02 15:44:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!disunix.UUCP!jhs
From: jhs@disunix.UUCP
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8605022244.AA20682@mitre-bedford.ARPA>
Date: Fri, 2-May-86 18:44:39 EDT
Article-I.D.: mitre-be.8605022244.AA20682
Posted: Fri May 2 18:44:39 1986
Date-Received: Tue, 6-May-86 05:11:05 EDT

Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 11

Re: the 2-month-old child who likes to hit RESET..

Boy! Talk about getting them started early!!!!

(I don't think it will hurt anything as long as she presses it
gently and doesn't hit it with a hammer!)

-John Sangster
jhs@mitre-bedford.arpa

(Next you should get her to learn to load a disk by herslef...)

From -7395026320742003273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6d908bd6a593560c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-03 11:58:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-lcc!vecpyr!
atari!dyer
From: dyer@atari.UUcp (Landon Dyer)
Newsgroups: net.micro.atari8
Subject: Re: Reset
Message-ID: <245@atari.UUcp>
Date: Sat, 3-May-86 14:58:25 EDT
Article-I.D.: atari.245
Posted: Sat May 3 14:58:25 1986
Date-Received: Wed, 7-May-86 01:34:43 EDT
References: <8605021919.AA02392@ucbvax.berkeley.edu>
Organization: Atari Corp., Sunnyvale CA
Lines: 12

> I have a 2 month old child that likes to hit the reset button
> on my 800. Does anyone know if this will cause damage to the
> 800? She likes to see the screen change.

No problem -- the [SRESET] key just generates an interrupt. You are
only in trouble if she starts programming in BASIC. Also, Atari
computers are not droolproof. :-)
--

Landon Dyer   "If Business is War, then I'm a Prisoner of Business!"
Atari Corp.   "Gee, 20 mushrooms? That's a record!"
... {hoptoad, lll-crg!vecpyr}!atari!dyer   "Quantity is Quality."

From 1739569433803220019
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,74afd1293143397,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-04 04:57:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!MITRE.ARPA!abrams
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari8
Subject: Observations and questions re AtariWriter Plus
Message-ID: <8605040002.AA01654@mitre.ARPA>
Date: Sun, 4-May-86 07:57:27 EDT
Article-I.D.: mitre.8605040002.AA01654
Posted: Sun May 4 07:57:27 1986
Date-Received: Tue, 6-May-86 05:15:19 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 36

In the process of familiarization with AtariWriter Plus I ran into
several items I thought interesting enough to share and ask about:

The built-in Epson driver is for an FX-80. I have an MX-80, so I
thought I had to generate a unique driver. Is that correct, or will
the built-in one work? One concern was that the built-in driver
accomplished underlining by backspace underscore instead of
turning on underline. It also works differently than AtariWriter (unplus),
which first printed the line and then underlined it. Well, no matter what
I did, my MX-80 driver still did underlining by backspace underscore.
I guess that's how the logic is built.

In editing printer drivers, I discovered there was no way to completely
return to the virgin state of having no entry for a function. A CR
with no entry left the previous entry unchanged. A space was not
accepted. The best I could do was put in a zero. I wonder what the effect will b
of sending a null to the printer. Any suggestions?

I have the AtariWriter patch which permits print to disk. I use the option
which output no printer controls because I use this function to
produce afile which can be subsequently uploaded with AMODEM. After
several trys I discovered that the same effect was posible in AtariWriter
Plus by specifying 155 (Atari's EOL) as the CR LF and CR only sequences.

I notice that if I want to switch from printer output to print to disk,
I have to reboot. Can this be circumvented? Is there any way to get
the printer driver automatically loaded when AtariWriter Plus boots up?
I really don't like having to go through the three step selection menu.

I would be interested in communicating with others about their feelings
of the conversion from AtariWriter to Plus.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938

   The MITRE Corporation, 1820 Dolley Madison Blvd.
   Mail Stop W458, Mc Lean, VA   22102

From 1988558166025039476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ff3195c06d94e7c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-04 12:02:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!lll-crg!lll-lcc!ucdavis!ucbvax!
ISUMVS.BITNET!F1.GDM
From: F1.GDM@ISUMVS.BITNET ("GENE MERRITT")
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8605061009.AA09540@ucbvax.berkeley.edu>
Date: Sun, 4-May-86 15:02:43 EDT
Article-I.D.: ucbvax.8605061009.AA09540
Posted: Sun May 4 15:02:43 1986
Date-Received: Thu, 8-May-86 20:56:02 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 37

Hello,
I am a new name on the list and I would
like to get some assistance with a
problem that I am having.

I have been trying to get my new
ATARIWRITER + to work on my ATARI 800
with my Gemini 10X printer and a
MPP1150 interface. I created my own
custom driver, like the directions
said, but the Gemini prints without
margins (like this...)

```
I type: 111111111
        222222222
        333333333
        444444444

I get:  111111111    2222
 222222      333333333
  444444444
```

(what is nice and square on my screen
is all messed up on the printer.
It also ignores the margins and prints
"wraparound" style in 80 columns.

I cannot get it to print in superscript
or subscript modes, even when I enter

the codes manually in AW.
(I could also not get this to work in
Original AW.

Could someone please help me with my
problem?

Thank you! (F1.GDM @ ISUMVS)

From 3479722827001079998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d5f61ebb1a41aba2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-05 06:07:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!BBN-LABS-B.ARPA!rgenter
From: rgenter@BBN-LABS-B.ARPA (Rick Genter)
Newsgroups: net.micro.atari8
Subject: Request for info: Summary
Message-ID: <8605051928.AA08079@ucbvax.berkeley.edu>
Date: Mon, 5-May-86 09:07:25 EDT
Article-I.D.: ucbvax.8605051928.AA08079
Posted: Mon May 5 09:07:25 1986
Date-Received: Wed, 7-May-86 01:57:26 EDT
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 18

     About a week ago I sent out a request asking if anyone knew how to find
out from which drive a Basic program had been executed. I got two responses.
The first indicated that location $301 (or PEEK(769)) returns the unit number
of the last SIO call, which will be the loading of your Basic program if you
do nothing else in between. The second, which was posted to the mailing list,
was an incredibly imaginative hack which involved moving the cursor back to
the line containing the "RUN" command, scanning it for a colon, and looking for
the number immediately preceding it. I liked that one; I may have it framed.
Unfortunately, it won't work from a chained program. Still, an extra two
points for the imagination required to come up with that one!

     Thanks to both respondants. A happy hacking to all.

Rick Genter   BBN Laboratories Inc.
(617) 497-3848   10 Moulton St. 6/506
rgenter@labs-b.bbn.COM (Internet new)   Cambridge, MA   02238
rgenter@bbn-labs-b.ARPA (Internet old)   ...!{decvax,linus}!bbncca!rgenter (UUCP)

From -711442371252799559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7bbd3c0913301c25,start

X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-05-05 06:47:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.1) based on 4.3bsd-beta 6/6/85; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekig5!tekigm!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: 130XE/Loading SynCalc(R)
Message-ID: <643@tekigm2.UUCP>
Date: Mon, 5-May-86 09:47:29 EDT
Article-I.D.: tekigm2.643
Posted: Mon May 5 09:47:29 1986
Date-Received: Thu, 8-May-86 21:58:14 EDT
Organization: Tektronix, Inc., Beaverton, OR
Lines: 21

Has anyone out there on the net figured how to get the new 130XE version of SynCalc(R) to load? I recently purchased it and am trying to load it on a normal Atari system. I.e. 130XE with a 1050 disk drive. I understand that it (SynCalc) is extremely sensitive to drive speeds due to the copy protection scheme. I have three different 1050 drives, none of which will load SynCalc with any degree of reliability. When I learned of its susceptibility to RPM, I fine tuned all three. I have one drive set so that it consistently is at 288 RPM which is the nominal RPM for a 1050. The other two drives are set between 286--290 RPM which is the range allowed. Not one of the three drives will work -- I have set up each as drive 1 with the other two off line to make sure and not one will consistently load up. Is there a magic RPM that SynCalc likes? Like maybe the high end (290 RPM) or the low end (286 RPM) or some other RPM?

If there is anyone from Synapse on the line, I would appreciate something from the horse's mouth, as it were. Letters to Synapse, so far anyway, have elicited zero response.

Thanks in advance,
--Bill Dippert--
tektronix!tekigm2!wrd

From -972787569169563015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2b9f28d4a79818be,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-13 15:59:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site usl-pc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!akgub!usl-pc!djg
From: djg@usl-pc.UUCP (Darell James Godeaux)
Newsgroups: net.micro.atari8
Subject: 130XE Terminal Emulator (needed)

Message-ID: <169@usl-pc.UUCP>
Date: Thu, 13-Feb-86 18:59:53 EST
Article-I.D.: usl-pc.169
Posted: Thu Feb 13 18:59:53 1986
Date-Received: Sun, 16-Feb-86 03:52:32 EST
Reply-To: djg@pmdc.UUCP (Darell James Godeaux)
Organization: University of Southwestern Louisiana, Lafayette
Lines: 13

I was wondering if anyone has any information about a terminal program or an emulator for the Atari 130XE that will allow me to use 'vi' or any other screen oriented functions. (Possibly one that works with Omniview XE) Any help will be appreciated.

Darell James Godeaux
Electrical Engineering (Computer Option)
University of Southwestern Louisiana
USL Box 43206
Lafayette, La 70504

From -8482619529788790751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e55b3fcfd4c47653,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-14 08:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!gatech!seismo!mcvax!unido!frank
From: frank@unido.UUCP
Newsgroups: net.micro.atari8
Subject: ComputerViruses: Help needed
Message-ID: <96200001@unido.UUCP>
Date: Fri, 14-Feb-86 11:15:00 EST
Article-I.D.: unido.96200001
Posted: Fri Feb 14 11:15:00 1986
Date-Received: Mon, 17-Feb-86 05:35:03 EST
Sender: notes@unido.UUCP
Lines: 35
Nf-ID: #N:unido:96200001:000:953
Nf-From: unido!frank   Feb 14 16:15:00 1986

Computer-Viruses: Help needed !!!

Please don`t mind for posting my request into this
notefile.

I have been searching for any kind of literature
concerning the subject of `computer viruses` for
three weeks now and my results are rather poor.

I only found 2 interesting entries in the databases
locally available. Because I intend to get a Ph.D.
in protection mechanisms against computer viruses
I really have a big need for more references and
hints to get.

So, if anybody out there in the net does know something
about the stuff, please give me any kind of information.

I`m also interested in getting contacts to others
working on the same or similar subject.

If there will be enough feedback I will summarize the
replies to the net.

Thanks in advance

Frank Hoffmeister frank@unido.uucp
frank@unido.bitnet

University of Dortmund
Dept. of Computer Science
PO Box 500 500
D-4600 Dortmund, F.R.Germany

From 2159390837638261019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2b9f28d4a79818be
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-16 13:58:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 SMI; site umd-cs.uucp
Path: utzoo!watmath!clyde!cbosgd!ihnp4!stolaf!umn-cs!umd-cs!steve
From: steve@umd-cs.uucp (Steven M. Miller)
Newsgroups: net.micro.atari8
Subject: Why is this here?
Message-ID: <180@umd-cs.uucp>
Date: Sun, 16-Feb-86 16:58:49 EST
Article-I.D.: umd-cs.180
Posted: Sun Feb 16 16:58:49 1986
Date-Received: Tue, 18-Feb-86 03:46:58 EST
References: <169@usl-pc.UUCP>
Organization: University of Minnesota at Duluth, Computer Science
Lines: 5

Funny I don't remember seeing any discussion about creating this
group in net.news.group. Here we go again net.anarachy.

-steve

From -3818847128552438809
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b42f853b59e1fe82
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-10 04:53:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: Coldstart your XE
Message-ID: <8603101314.AA23043@ucbvax.berkeley.edu>
Date: Mon, 10-Mar-86 07:53:29 EST
Article-I.D.: ucbvax.8603101314.AA23043
Posted: Mon Mar 10 07:53:29 1986
Date-Received: Wed, 12-Mar-86 05:28:39 EST
References: <327@inuxm.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

Regarding the coldstart from the keyboard, this has been a feature of
OMNIVIEW XL/XE for several months now. I chose to use the HELP key but
technique is about the same. By the way, I check 2 locations on RESET
to distinguish between coldstart and warmstart (not just 1 as your
note says).

The 130XE seems to have a real problem on powerup. I have talked to
many XE owners and many of them report problems with cycling power.
Does anyone know why the 130XE has this problem but not the 800XL?
Their operating systems are identical.

David Young

From -3302522830605539227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b42f853b59e1fe82
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-10 04:58:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: Coldstart your XE
Message-ID: <8603101324.AA23200@ucbvax.berkeley.edu>
Date: Mon, 10-Mar-86 07:58:23 EST
Article-I.D.: ucbvax.8603101324.AA23200
Posted: Mon Mar 10 07:58:23 1986
Date-Received: Wed, 12-Mar-86 05:39:21 EST

References: <327@inuxm.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

As a followup to my last message, anyone who wishes to upgrade their
OMNIVIEW chips can do so by sending in the chip with $10.00:
CDY Consulting, 421 Hanbee, Richardson TX, 75080.

David Young

From 203930548869870140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d53acdeafee6054f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-10 05:31:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre.arpa!ajb
From: ajb@MITRE.ARPA (Alan Broder)
Newsgroups: net.micro.atari8
Subject: ACTION! plea, once again
Message-ID: <8603101331.AA19883@mitre.ARPA>
Date: Mon, 10-Mar-86 08:31:24 EST
Article-I.D.: mitre.8603101331.AA19883
Posted: Mon Mar 10 08:31:24 1986
Date-Received: Wed, 12-Mar-86 05:39:35 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 27

I'm reposting this due to Net problems reported to me by SRI.

I'm trying this request for help one more time. My first request yielded
no responses...
I need to know several things about advanced programming in ACTION! :

1) Is it possible to "chain" ACTION! programs (load in and
   execute a new program at termination of first program).

2) Is it possible to invoke the ACTION! compiler from within
   a program. (lets say that I have a source file on disk
   and I wish to have a program invoke the compiler to
   compile the file from disk into memory). All you
   probably need is the entry point that the ACTION! monitor
   calls when you type the "C" command; as well as knowing
   where this routine expects to find the file name.

3) Is there some magical document that explains the above
   and other mysteries (e.g. symbol table format ...)

Please (!!!!!!) reply with ANY information to me at the following
address.

Alan J. Broder
ajb@mitre.arpa
(703)883-5614 (office - voice)

From 8233639953382821844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,55a0b19fd1423026
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-10 08:43:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Ultima IV talk by Lord British
Message-ID: <8603101603.AA03799@mitre-bedford.ARPA>
Date: Mon, 10-Mar-86 11:43:55 EST
Article-I.D.: mitre-be.8603101603.AA03799
Posted: Mon Mar 10 11:43:55 1986
Date-Received: Wed, 12-Mar-86 05:41:14 EST
References: <1561@decwrl.DEC.COM>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 42

This ought to start a nice controversy...

Tsk, tsk! These allegations that Atari users would pirate software!
I guess it just means Atari owners are recognized as being the most
knowledgeable personal computer users. (After all, they DID select the Atari,
didn't they?)

In my experience it is true that no measures whatsoever that depend only on
software shipped to a user on a disk can prevent a determined and
knowledgeable systems programmer from breaking the protection on a program.
You have to rent the user a sealed computer or something. As long as THEY own
the computer and can do what they will with it, there's no way.

The same goes for cartridges unless you seal them up so they will
self-destruct on opening. But of course you can up the ante a little because
the only convenient way to copy a cartridge might be with some hardware, not
software.

If I were in the software business, I think I would take a different approach.
Practically give away the machine-readable code. Invite everyone to copy it
or to buy it from you for $5.00 or whatever. Include in each copy a polite
message telling the viewer how to get the documentation by mailing you $15 or
so. (Much more than that and they will try to copy it illegally.)

This approach would turn the whole copying scene into a source of free advertising!

I think the whole problem is that people are charging too much for software, especially for the home market. Charge less and you will find that more people are willing to pay it. There will be an optimal price for maximum revenues, and it is a LOT less than most vendors are now charging for their software. Especially for the "junk" software, which includes all but a small percentage of all games, and a fair amount of non-game software.

If a user wouldn't be willing to pay a nickel for your software, you aren't losing a nickel if he has a free copy of it. If he decides he likes it, he will probably be willing to pay for the documentation to make it more useful.

For the business market, where the software is being use to make money, a tougher approach to the problem is in order.

-John Sangster
jhs at mitre-bedford.arpa

From 5063195785159696117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4f9f26e5c1b2e5b2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-10 11:41:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 GARFIELD 20/11/84; site garfield.UUCP
Path: utzoo!utcsri!ubc-vision!garfield!hong
From: hong@garfield.UUCP
Newsgroups: net.micro.atari8
Subject: atari serial interface info wanted
Message-ID: <1333@garfield.UUCP>
Date: Mon, 10-Mar-86 14:41:50 EST
Article-I.D.: garfield.1333
Posted: Mon Mar 10 14:41:50 1986
Date-Received: Mon, 10-Mar-86 17:44:47 EST
Sender: paulc@garfield.UUCP
Reply-To: hong@garfield.UUCP (Hong Cheng)
Organization: Memorial U. of Nfld. C.S. Dept., St. John's
Lines: 11
Keywords: 850 serial interface

I want to add an interface for a Hayes compt modem.
And I was told by someone there are a lot of serial interface availiable
, but I have no idea which will suit my requirement.
There are Atari 850, P:R CONNECTION (100 % 850 compt?), U-CALL and
R-VERTER.
Have you used any of the above?
Which one is better?
Thanks in advance.

From 3110801079608180820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,de8389395335889a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-10 12:25:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!su-score.arpa!"*NUL:A"
From: "*NUL:A"@SU-SCORE.ARPA (A voice of sanity in the wilderness)
Newsgroups: net.micro.atari8
Subject: basic ground rules for mailing list mail
Message-ID: <12189657000.11.MRC@PANDA>
Date: Mon, 10-Mar-86 15:25:46 EST
Article-I.D.: PANDA.12189657000.11.MRC
Posted: Mon Mar 10 15:25:46 1986
Date-Received: Wed, 12-Mar-86 05:45:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: "Don't reply, this has gone on long enough" <"*NUL:A"@SU-SCORE.ARPA>
Organization: The ARPA Internet
Lines: 64

This is enough. The messages in question were sent to the two individuals ("freak" and "turner") who took it upon themselves to repeatedly and publicly harass perfectly innocent individuals who happened to send a message to what certain individuals perceived was the wrong list. They contained a (justifiably) angry demand that these individuals cease and desist from further trashing an already overworked list.

Some of us have to worry about such things as the cost of line charges to deliver garbage messages of the form "you idiot, you should have sent this to info-atari-loonies, not info-atari-nerds", or in keeping a mailer at a mail hub afloat enough so that it continues to reliably deliver messages which are reasonably important. It's perhaps understandable that spoiled brat hackers who have never had to worry about such things fail to understand these considerations. However, it is important that the word gets out. Sooner or later the large bulk of these resources -- paid by the US taxpayer at great expense -- will no longer be freely given away.

In any case, the messages were sent to only those individuals and not to the entire Atari list. Simple etiquette would have dictated that any commentary or replies would not be directed to the entire Atari list, which presumably would have no interest whatsoever in such matters but which presumably would be interested in seeing the list return to strictly Atari-based content.

The result was a reposting of the message to the entire list along with various slanderous commentary. You can say almost anything you want privately, but when something is posted in

public it becomes slander or libel. Imagen's corporate lawyers would probably have had a fit if they saw Turner's message; someday somebody will send a public netmail message like this to a less tolerant person who would persue litigation against the sender *and* his employer.

     The following ground rules should make the use of this (or of any other) mailing list much easier:

 . never send a message that a totally irrelevant to the mailing list's purpose to a mailing list. This especially includes any expressions of irritation at another list member.
 . never forward a message that is totally irrelevant to the mailing list's purpose to a mailing list.
 . when replying to a message on a mailing list, reply only to the sender of the message unless the reply is of interest to the entire mailing list.
 . never insert the message being replied to in a reply, especially in a message going to a mailing list. This serves no purpose at all other than to add further clutter. The context of the reply should be clear from *your* reply and from various mailer functionalities such as Message-ID. Why the Unix mailer has introduced the ancient long-discredited ARPANET mail misfeature eludes any rational explanation.
 . when replying to an earlier reply that violates the previous rule, ABSOLUTELY DO NOT make matters worse by adding your own violation. Multi-nested replies containing the entire conversation from day 1 are useless.

     Perhaps if these rules are followed there would be some semblance of order on this list. The Amiga list doesn't appear to have this problem.

From 4494482349717667772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,62ffd0dfec55387f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-11 12:02:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Help! Need Kermit!
Message-ID: <8603112040.AA20440@ucbvax.berkeley.edu>
Date: Tue, 11-Mar-86 15:02:17 EST
Article-I.D.: ucbvax.8603112040.AA20440
Posted: Tue Mar 11 15:02:17 1986
Date-Received: Fri, 14-Mar-86 03:42:35 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

I have found a real need to have Kermit running on my ATARI with an ATR8000 (+MYDOS) as the interface to a Hayes compatible modem. I do not want to run Kermit in the CPM environment since that would require the extra step of transferring from CPM to ATARI environment. It would be real nice if somebody with a similar hardware configuration who has a running Kermit would let me know of your success. I would go to the trouble of downloading the ACTION! version from the archives if I were positive it would work for me. Even nicer would be if somebody that has a Kermit working independantly of ACTION! would let me know how to acquire it. I would also be greatly interested in attempts that have failed. Thanks in advance.

David Young

From 2324532744821448626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7bd320326df4867a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-11 13:46:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari8
Subject: --- SpeedScript 3.0 patches ---
Message-ID: <8603112343.AA23762@ucbvax.berkeley.edu>
Date: Tue, 11-Mar-86 16:46:00 EST
Article-I.D.: ucbvax.8603112343.AA23762
Posted: Tue Mar 11 16:46:00 1986
Date-Received: Fri, 14-Mar-86 03:45:54 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 29

Would anyone be able to figure out where to patch SpeedScript 3.0 (published May '85, Compute! Magazine) do to a couple things differently?

* Different default colors?

* substitute pattern/substitution instead of current substitution/pattern order of inquiry?

* more editor-like cursor movements (up/down/left/right)? (word &/or paragraph movement is fine for Word Processing, and could be kept in the shifted form...but UDLR movement is more intuitive for most people....)

* Start up in insert mode (I prefer insert to overstrike...)

   * Anything else of interest? (My copy come up showing the non-space
     spaces at the end of line. It was simple, w/ OS/A+ you can get
     back to the OS w/ RESET (DOS II it reboots...), so I set the option,
     then went to the OS & saved the copy again. This technique did not
     work for the color, or insert/overstrike mode options. I guess some
     are loaded as in-line values, and others are loaded into there memory
     locations by init code....

Thanks in advance for any tips, useful memory locations, etc...

              -Richard Hartman
              max.hartman@ames-vmsb

From 3341805243892459350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,cfdf5c1f11d49e24,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-11 13:52:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari8
Subject: --- Game Editors ---
Message-ID: <8603112322.AA23398@ucbvax.berkeley.edu>
Date: Tue, 11-Mar-86 16:52:00 EST
Article-I.D.: ucbvax.8603112322.AA23398
Posted: Tue Mar 11 16:52:00 1986
Date-Received: Fri, 14-Mar-86 03:46:18 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 29

The recent comment about DANDY having a dungeon editor prompted this:

I like games that give me a chance to come up with my own challenges...I
like tinkering with things...The only ones that come to mind currently are
in the list below. Are there any that I missed?

   - DANYD
     (oops!) DANDY

   - LODE RUNNER
   - LODE RUNNER'S RESCUE (is that it? The one w/ his daughter...)
   - Mr. ROBOT

Similarly are the "construction set" utilities, not actual games in
themselves, but programs to construct games.

   - The Arcade Machine
   - Pinball Construction Set

Well, are there more?

Does anyone have any interesting Lode Runner levels?

              -Richard Hartman
              max.hartman@ames-vmsb

P.S.: Most of the games mentioned above are probably trademarked by someone....

From -1114435424758251932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a36265f2ff7b626b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-11 13:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!GODZILLA.SCH.Symbolics.COM!Farkas
From: Farkas@GODZILLA.SCH.SYMBOLICS.COM (Michael L. Farkas)
Newsgroups: net.micro.atari8
Subject: service help
Message-ID: <860311135429.1.FARKAS@POLLUTED.SCH.Symbolics.COM>
Date: Tue, 11-Mar-86 16:54:00 EST
Article-I.D.: POLLUTED.860311135429.1.FARKAS
Posted: Tue Mar 11 16:54:00 1986
Date-Received: Fri, 14-Mar-86 03:45:29 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

I have a RANA SYSTEMS 1000 disk drive for the ATARI that needs a good
cleaning and adjusting. I tried to contact RANA directly (the facility
is only two blocks from my work) but it seems that they up and ran...
If anyone knows of anyone that services RANA products (Los Angeles
area perferred) I would be forever endebted to you. Please reply
to me only and I will forward to anyone else that wants the info.

   thanks...

   Michael Farkas
   FARKAS@SCRC-STONEY-BROOK.ARPA
   (818)998-3600

From 7269899727866354206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2940347699b39ef6,start
X-Google-Attributes: gid15c82e,public

X-Google-ArrivalTime: 1986-03-11 14:20:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!edwards-2060.arpa!KELLEY
From: KELLEY@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari8
Subject: ARCHIVES
Message-ID: <12189939973.17.KELLEY@EDWARDS-2060.ARPA>
Date: Tue, 11-Mar-86 17:20:11 EST
Article-I.D.: EDWARDS-.12189939973.17.KELLEY
Posted: Tue Mar 11 17:20:11 1986
Date-Received: Fri, 14-Mar-86 03:46:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

AS I AM A NEW MEMBER TO THE ATARI LIST, I HAVE NOT YET SEEN THE
ARCHIVES OF PD SOFTWARE FOR THE ATARI. COULD YOU PLEASE LET ME
KNOW WHERE THE ARCHIVES ARE KEPT.

THANK YOU.

From -8647637080282551576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7bd320326df4867a
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-12 05:09:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: --- SpeedScript 3.0 patches ---
Message-ID: <8603121316.AA04355@ucbvax.berkeley.edu>
Date: Wed, 12-Mar-86 08:09:21 EST
Article-I.D.: ucbvax.8603121316.AA04355
Posted: Wed Mar 12 08:09:21 1986
Date-Received: Fri, 14-Mar-86 05:32:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 20

Thanks for the reply about Kermit. Unless somebody offers me a version
that runs without the ACTION! cartridge I guess I will give the
one in the archives a try.

With regards to SpeedScript 3.0, did you know that OmniWriter (which works with and is provided free of charge with OMNIVIEW) is a much superior derivative of that program? It works 80 columns of course and has the normal cursor movements that you would expect. I use it as my normal program text editor. Lots of people use it as their ACTION! editor. I am continually improving the program and in fact you have given me the idea for my next enhancement: I will provide a command for saving an image of the program (along with the currently selected options like insert/overstrike) to disk. Eventually when the program stabilizes I will probably make the source available to the net.

If you still want to fool with SpeedScript you could get the book published by Compute that would tell you all you need to know.

David Young

From 1735063223531344893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e7185e5ca5338277,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-12 08:07:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!edwards-2060.arpa!D-ROGERS
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari8
Subject: Analog?
Message-ID: <12190134209.16.D-ROGERS@EDWARDS-2060.ARPA>
Date: Wed, 12-Mar-86 11:07:09 EST
Article-I.D.: EDWARDS-.12190134209.16.D-ROGERS
Posted: Wed Mar 12 11:07:09 1986
Date-Received: Fri, 14-Mar-86 05:36:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

I don't mean to bore anyone with a really stupid question (which is my usual intro to a really *stupid* question), but i have seen a lot of references to technical info from a magazine (?) called Analog. I have been unable to find same anywhere locally, other than a fantasy/sci-fi pocket mag. So, where can i get a copy/subscription? All reasonable pointers will be appreciated. advTANXance, der
----

From -4686615236011565297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e7185e5ca5338277
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-12 13:03:21 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Analog?
Message-ID: <8603122054.AA20158@mitre-bedford.ARPA>
Date: Wed, 12-Mar-86 16:03:21 EST
Article-I.D.: mitre-be.8603122054.AA20158
Posted: Wed Mar 12 16:03:21 1986
Date-Received: Fri, 14-Mar-86 05:39:19 EST
References: <12190134209.16.D-ROGERS@EDWARDS-2060.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 22

Their address for signing up is

        Analog Computing
        P.O. Box 625   (or 100 Pine St. for letter bombs)
        Holmes, PA 19043.

Subscription prices as of March, 1986 are $28.00/1 yr., $52./2 yrs., $79./3 yrs. If you want to get their program disks also it is $60/six months, or $105/year. They say to allow 4 to 6 weeks delivery time for first issue.

Or, you can pick up your phone and call (800) 345-8112 (in PA (800) 662-2444).

For sending in programs, letters, etc., the address is P.O. Box 23, Worcester, MA 01603. Send SASE if you wish a reply.

Otherwise, check your local serious computer newsstand or local Atari dealer for newsstand copies.

                        - John Sangster
                        jhs @ MITRE-Bedford.arpa

(Betcha didn't know your Atari was really an Analog computer?!)

From -8021184059272797184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,8d27d5c42af1579d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-13 16:45:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: Need info: Hardware mod for Sys-Reset
Message-ID: <8603140125.AA06057@ucbvax.berkeley.edu>
Date: Thu, 13-Mar-86 19:45:41 EST

Article-I.D.: ucbvax.8603140125.AA06057
Posted: Thu Mar 13 19:45:41 1986
Date-Received: Sat, 15-Mar-86 19:13:40 EST
References: <343@sask.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

If you will give me your mail address I will send you a sheet
describing the coldstart mod. However, it will not do you much good unless
you have an 8K OMNIMON in the system to take control after resetting the
CPU. Also, I have not had much luck in preserving the contents of the
ramdisk when the CPU locks up. I think the RAM must lose the refresh
when the CPU locks up.

David Young

From 3751768722809085618
X-Google-Language: Unknown,Unknown
X-Google-Thread: 15c82e,c64eaa54b9e24de0,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-14 03:39:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!su-score.arpa!info-atari8-request
From: info-atari8-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8603141139.AA14374@ucbvax.berkeley.edu>
Date: Fri, 14-Mar-86 06:39:57 EST
Article-I.D.: ucbvax.8603141139.AA14374
Posted: Fri Mar 14 06:39:57 1986
Date-Received: Sat, 15-Mar-86 21:17:27 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 2484675389784105565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,8d27d5c42af1579d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-14 06:26:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!ardc.arpa!

ekijak
From: ekijak@ARDC.ARPA ("Edmund S. Kijak", POINT)
Newsgroups: net.micro.atari8
Subject: Re: Need info: Hardware mod for Sys-Reset
Message-ID: <8603141646.AA19580@ucbvax.berkeley.edu>
Date: Fri, 14-Mar-86 09:26:45 EST
Article-I.D.: ucbvax.8603141646.AA19580
Posted: Fri Mar 14 09:26:45 1986
Date-Received: Sat, 15-Mar-86 21:21:40 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

At one time, I was thinking about adding a hardware reset to the 400/800 also., and for the same reason. Seems to me that one of the 6502 cpu chip pins is a reset pin, and all you'd have to do is ground that pin momentarily to reset everything. Don't know if the op sys would go and clear memory as a result of this though.

From -6380641963160714211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4f9f26e5c1b2e5b2
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-14 07:22:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: atari serial interface info wanted
Message-ID: <8603141514.AA28053@mitre-bedford.ARPA>
Date: Fri, 14-Mar-86 10:22:49 EST
Article-I.D.: mitre-be.8603141514.AA28053
Posted: Fri Mar 14 10:22:49 1986
Date-Received: Sat, 15-Mar-86 21:19:39 EST
References: <1333@garfield.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 41

The 850 interface from Atari has 4 serial (cereal?) ports and one Centronics-type parallel port. One of the serial ports can be made into a 20-mA current loop to run old fashioned Teletypes if you wish. I bought an 850 a couple of months ago from CSC, Inc., Hightstown NJ. Their phone is (609) 448-8889. Their price for the 850 was the standard $109.00.
The Centronics port plugged in and ran a borrowed Epson printer with no problems. I bought an assembled cable, incidentally, from CSC for $25.00. You can make one but you will spend at least $15 in parts unless you have a source of connectors at very low cost.

INTERESTING NOTE for Atari fans... the 850 I bought came in the "new" color

of the 130XE/520ST. This makes me suspect that a new production run has started and that rumors of unavailability of this product are "greatly exaggerated" to paraphrase Mark Twain. I would emphatically NOT recommend that anybody get suckered in to paying $149.00 for this interface as I have seen some suppliers cheerfully suggest.

The P: R: connection looks like a reasonable alternative. It has I believe only two serial ports but that's probably more than most people will ever use. It DOES NOT require a power transformer like the Atari one as it steals power out of the Atari serial bus pins. Presumably this will not greatly increase the load on the Atari's transformer, but then again it sure won't decrease it! This one sells for around $60.

I have not used the others you mentioned but I am sure they would work fine assuming the cable from them to your modem was wired suitably. However, with the above two interfaces you get a parallel printer port as well as the serial ports.

One other product should be mentioned: I think it is Astra Systems that makes a very nice disk drive which also throws in I believe one serial and one parallel port. (Somebody else may have more details). If you want another disk drive also, this is a very reasonable thing to consider. But it is not a cheap way to get just the serial port!

NOTE that RS-232-C ports, while they have 25 pins, use only about 6 of them in practice. It is not too bad a job to wire up a cable, and this might be a good place to save some money. Also, the ribbon cable approach is even easier despite the fact that it wires up all 25!

Hope the above is of help.

From -1139772712938606255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,8d27d5c42af1579d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-14 07:50:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: Need info: Hardware mod for Sys-Reset
Message-ID: <8603141540.AA29245@mitre-bedford.ARPA>
Date: Fri, 14-Mar-86 10:50:08 EST
Article-I.D.: mitre-be.8603141540.AA29245
Posted: Fri Mar 14 10:50:08 1986
Date-Received: Sat, 15-Mar-86 21:20:00 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 17

FYI - If the 8K OMNIMON is anything like OMNIMONXL, and you are as serious about your 800 as buying a 512K upgrade suggests, you certainly shouldn't waste any time in ordering it. (Though not on the ARPANET, of course!)

David's phone number, if you want information on OMNIMON, is (214) 235-2146 and his address is:

CDY Consulting
421 Hanbee
Richardson, TX 75080.

-John Sangster
jhs @ mitre-bedford.arpa

NOTE: I have no financial interest in CDY Consulting; I am just a satisfied customer, having bought OMNIMONXL, the 80-column display upgrade OMNIVIEW, and the 256KXL 256-K ram upgrade for my 800XL.

From 3446596280309800215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,8d27d5c42af1579d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-14 14:48:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: Need info: Hardware mod for Sys-Reset
Message-ID: <8603142258.AA25985@ucbvax.berkeley.edu>
Date: Fri, 14-Mar-86 17:48:25 EST
Article-I.D.: ucbvax.8603142258.AA25985
Posted: Fri Mar 14 17:48:25 1986
Date-Received: Sat, 15-Mar-86 21:26:14 EST
References: <ekijak@ARDC.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

The 400/800 OS will always do a coldstart if you reset the CPU. This is done by adding a 47 ohm resistor in series with a momentary switch between the two pads near R156 on the 800 or R183 on the 400. To do the coldstart you close the coldstart switch and then press RESET. This will cause the CPU to do what it normally does on powerup, including clearing all of system RAM. However, the CPU does not clear the extra RAM which may be present (i.e., anything beyond the 64K that it knows about. This is a great advantage if you have a ramdisk since this allows you to reboot the system without losing its contents. Also it is better for your computer than cycling power.

David Young

From -8397324072955068049
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,21446b0a18b417bb,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-14 15:19:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Kermit works with ATR8000
Message-ID: <8603142329.AA26580@ucbvax.berkeley.edu>
Date: Fri, 14-Mar-86 18:19:36 EST
Article-I.D.: ucbvax.8603142329.AA26580
Posted: Fri Mar 14 18:19:36 1986
Date-Received: Sat, 15-Mar-86 21:26:59 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 33

I would like to report that I have successfully got the Jack Palevich's Kermit written in ACTION! running with my ATR8000 and MYDOS. What a nice program! I am so pleased with it that I am determined to eventually add a VT100 emulator to it when I get the time. Of course I will share it with the net also.

I have fixed 1 bug that anybody who is using anything other than ATARI or OSS DOS should be aware of. It has to do with the way the end of directory is detected when it is being read through CIO. Normally the last record is something like "xxx FREE SECTORS". However, the exact format varies with different DOS's and you can't depend on it always being 17 bytes long (including $9B at end). Jack however uses this fact to detect the end of directory. He also assumes that the filespecs are that long. This is just not the case all the time. The only reliable way I have found to read the directory of all DOS's is to not assume anything about the length of the filespec (use the $9B to detect the end of one) and detect the last record by the fact that it does not start with a '*' or ' '. Thus, the fix to make the SEND option work is as follows:

In KIO.ACT change the line

```
     IF DSPEC(0) <> 17 THEN RETURN(0) FI
```

to

```
     IF DSPEC(1) > 43 THEN RETURN(0) FI
```

If somebody with another DOS could try this out to make sure it works I would appreciate it if you would let me know. If it appears to work correctly for all DOS's then maybe we should consider putting it in the archives in place of the current KIO.ACT. Which brings up another point. How does one add things to the archives? When I soup up this Kermit with the VT100 emulator I am definately going to want to put it there.

David Young

From 6802659443976523310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3eb5e322731bc2f,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-14 16:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari8
Subject: --- Kermit problems ---
Message-ID: <8603150020.AA27499@ucbvax.berkeley.edu>
Date: Fri, 14-Mar-86 19:00:00 EST
Article-I.D.: ucbvax.8603150020.AA27499
Posted: Fri Mar 14 19:00:00 1986
Date-Received: Sat, 15-Mar-86 21:33:20 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 12

David,
  Congrats on getting kermit working. Did you get my previous message
about the problem tranfering files w/ names exactly 8-chars long? Maybe
you can find the time to correct it, as I can't. (On the other hand
it could be a problem w/ the Kermit we are running on the VAXen around
here....) The length of the extension apparently does not matter, but
if the filename is 8-chars long it just hangs.....

              -Richard Hartman
              max.hartman@ames-vmsb

From -1552423722495297748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3eb5e322731bc2f
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-15 09:41:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: --- Kermit problems ---
Message-ID: <8603151750.AA08337@ucbvax.berkeley.edu>
Date: Sat, 15-Mar-86 12:41:30 EST
Article-I.D.: ucbvax.8603151750.AA08337
Posted: Sat Mar 15 12:41:30 1986

Date-Received: Mon, 17-Mar-86 03:18:19 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

Richard,
I had no problem transfering a file called "TEST256K.BAS". I think the
problem must be in the Kermit on the VAXen. You might try putting the
Kermit on your ATARI in debug mode so that you can watch the exchange of
messages. Perhaps you can characterize the problem so that somebody can
fix it.

By the way, I have no problem loading and running Kermit from the MYDOS
menu as long as ACTION! cartridge is installed. The R: device is permanently
part of the resident RS232 MYDOS.

David

From -6478169659915582045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,efb805aa84296822,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-17 04:44:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcc6!sdcc12!wa60
From: wa60@sdcc12.UUCP (paul van de graaf{})
Newsgroups: net.micro.atari8
Subject: 256K Upgrades and Ramdisks
Message-ID: <553@sdcc12.UUCP>
Date: Mon, 17-Mar-86 07:44:54 EST
Article-I.D.: sdcc12.553
Posted: Mon Mar 17 07:44:54 1986
Date-Received: Tue, 25-Mar-86 02:57:50 EST
Organization: U.C. San Diego, Academic Computer Center
Lines: 33

I recently upgraded my 800XL to 256K using a revised version of the Byte
article mod. The new version pages in memory in 16K chunks, and is pretty
much compatible with XE software. I'd guess it's similar in design to the
CDY 256KXL upgrade. It's 8-256K RAM chips, and either 3 or 5 TTL chips de-
pending on which ANTIC chip you have. I built it for $35.00 and an afternoon
of my time. If you're interested in this mod, check with your user-group --
mine printed it in their newsletter. I would have posted it, but I doubted
I could ASCII-fy the scematic.

Anyway, I'm using the patch to DOS 2.5 that was posted to Usenet a while back.
It is supposed to give you two 720 sector ramdisks. Well... I tried it and
I'm having a few problems. Sure enough, I have 2 ramdisks, but I'm getting
some errors from DOS when the ramdisks get close to full. It appears that
somehow files near the end of the disk get corrupted and their file numbers

get changed somehow. This gets DOS upset, and renders the files unuseable.
My guess is that somehow the wrong memory page gets bank-switched in, or
the ramdisk gets overwritten. I haven't looked into it too closely.

Has anyone else had this problem? For a while there I was suspecting the
hardware, but I did some memory tests and could find nothing wrong.
I'll be glad to try and find a patch to DOS 2.5, if I can confirm that it's
a software problem. To duplicate the problem on your system, copy a disk
with about 700 sectors on it to D8, and then try to copy the files on D8 to
a blank disk. IE. C(opy) D1:*.*,D8: then C(opy) D8:*.*,D1:.

By the way, did anyone try the homebrew Action! run-time library I posted
here a couple of weeks ago? I expected some kind of response to it, but
nada. In the past, UCSD has had some problems with postings not getting
out of the local net. Perhaps it's happened again. The posting is ~400
lines long, so I hesitate to post it again. Send me mail in either event,
as I can't be sure this post will get out either!

Paul van de Graaf   sdcsvax!sdcc12!wa60   U. C. San Diego

From -1008503944914526111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9ad7397c76fdce87,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-17 09:49:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: load vectors and whatnot
Message-ID: <8603171654.AA07440@mitre-bedford.ARPA>
Date: Mon, 17-Mar-86 12:49:33 EST
Article-I.D.: mitre-be.8603171654.AA07440
Posted: Mon Mar 17 12:49:33 1986
Date-Received: Wed, 19-Mar-86 00:55:05 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 35

I just noticed that "Inside Atari DOS" apparently has an error in describing
the sequence of the control bytes at the end of DOS sectors. I would
appreciate confirmation by anyone who knows.

Inside Atari DOS (IAD) says that a sector consists of 128 bytes, numbered 0
through 127, and that in DOS files only 125 bytes (0 - 124) are used for data.
(This much is true.) They go on to say that byte numbers 125, 126, and 127
are numbered as follows:

```
         125                    126                    127
IAD    | # of bytes actually    6 hi bits=file number     low 8 bits of next-
Version| used in the sector     2 lo bits=hi bits of      sector number (link)
```

next-sector number

Documentation supplied with David Young's OMNIMONXL resident monitor/debugger says that the numbering is

	125	126	127
The Truth!	6 hi bits=file number 2 lo bits=hi bits of next sector nr (link)	low 8 bits of next-sector nr (link)	number of bytes actually used in this sector.

Based on what I can see in the actual sectors I have looked at, both with OMNIMONXL and with another independently developed debugger, David Young's information appears to be correct and Inside Atari DOS appears to have incorrect information.

I would appreciate confirmation of my conclusion by others who have noticed the error in IAD. (Also if they have any other errors I would like to be made aware of them!)

John Sangster
jhs at mitre-bedford.arpa
<anypath to ihnp4>!ihnp4!linus!mbunix!jhs

From 2081569631328537093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a3c76dea6894ec0e,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-17 14:46:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Atari (8-bit) DOS
Message-ID: <8603172155.AA12251@mitre-bedford.ARPA>
Date: Mon, 17-Mar-86 17:46:00 EST
Article-I.D.: mitre-be.8603172155.AA12251
Posted: Mon Mar 17 17:46:00 1986
Date-Received: Wed, 19-Mar-86 00:58:08 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 4

Please change the "Subject:" field of my previous message to refer to DOS file formats rather than Load Vectors. I changed the subject in mid-message!

-John S.

From 7718837676513419374
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 15c82e,de8e1389b5a6cc20,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-17 17:23:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!RITVAXB.BITNET!JEB6589
From: JEB6589@RITVAXB.BITNET
Newsgroups: net.micro.atari8
Subject: Re: Atari DOS (8-bit)
Message-ID: <8603180122.AA20523@ucbvax.berkeley.edu>
Date: Mon, 17-Mar-86 20:23:20 EST
Article-I.D.: ucbvax.8603180122.AA20523
Posted: Mon Mar 17 20:23:20 1986
Date-Received: Wed, 19-Mar-86 01:00:05 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

David Young's OMNIMONXL documentation is correct in it's definition of the last three bytes of a DOS file. This is confirmed by the Atari Technical Reference Notes, and sector editing. However it should be noted this is only true for non boot files. As boot files contain 128 bytes of data per sector and must be contiguous on the disk. The number of sectors in the boot file is contained somewhere in the first sector of the file.

I can not confirm any errors in Inside Atari DOS as I don't have it, but from what I have heard wish I did.

Hope this helps!

Jim Berg
jeb6589@ritvaxc.BITNET

From 3686147974131264245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,4f9f26e5c1b2e5b2
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-17 17:36:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!RITVAXB.BITNET!JEB6589
From: JEB6589@RITVAXB.BITNET
Newsgroups: net.micro.atari8
Subject: Re: atari serial interface info wanted
Message-ID: <8603180135.AA20721@ucbvax.berkeley.edu>
Date: Mon, 17-Mar-86 20:36:49 EST
Article-I.D.: ucbvax.8603180135.AA20721
Posted: Mon Mar 17 20:36:49 1986
Date-Received: Wed, 19-Mar-86 01:00:36 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet

Lines: 16

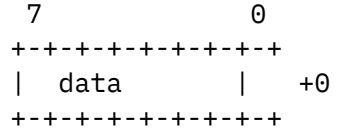
I have the R-Verter interface, you mentioned. It is a very simple interface and does not support true RS-232 levels. Most manufactures consider 0 volts a logic 1 and +5 a logic 0 so they can get away with this. The RS-232 standard states that a logic 1 is -5 to -15 volts and a logic 0 is +5 to +15 volts. So consequently the R-verter is not compatible with every modem along with the fact it does NOT support DTR. Also the 850 and P:R: connection allow the daisy chaining of peripherals, while the R-verter doesn't. The U-call interface from digital devices I am not sure about. I am a member of DELPHI and there has been alot of discussion of the compatability of the P:R: Connectio
n
and the 850, it is 100% CIO compatible, not SIO though, as this would cause copyright infringement, or so the discussion goes.

Jim Berg
Jeb6589@ritvaxc.BITNET

From 6588110732504629258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9ad7397c76fdce87
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-18 09:22:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site atari.UUcp
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcrdcf!trwrb!scgvaxd!felix!oliveb!hplabs!qantel!lll-lcc!vecpyr!atari!dyer
From: dyer@atari.UUcp (Landon Dyer)
Newsgroups: net.micro.atari8
Subject: Re: load vectors and whatnot
Message-ID: <142@atari.UUcp>
Date: Tue, 18-Mar-86 12:22:11 EST
Article-I.D.: atari.142
Posted: Tue Mar 18 12:22:11 1986
Date-Received: Sat, 22-Mar-86 05:19:09 EST
References: <8603171654.AA07440@mitre-bedford.ARPA>
Organization: Atari Corp., Sunnyvale CA
Lines: 40

Here is the REAL story of an Atari DOS data sector. This is taken verbatim from the Atari OS manual.

The format of a sector in a user's data file is shown below:



```
| file #    |hi |   +125
+-+-+-+-+-+-+-+-+
|forward pointer|   +126
+-+-+-+-+-+-+-+-+
|S| byte count  |   +127
+-+-+-+-+-+-+-+-+
```

The file # is a redundant piece of information which is used to verify file integrity; the file number field contains the value of the directory position of that file. If there is ever a mismatch between the file's position in the directory and the file number as contained in each sector, the Disk File Manager will generate the error $A4.

The forward pointer field contains the ten bit value of the disk sector number of the next sector of the file. The pointer will equal zero for the last sector of the file.

The S bit indicates whether or not the sector is a "short" sector (one containing fewer than 125 data bytes). S is equal to one when the sector is short.

The byte count field contains the number of data bytes in the sector.

-Landon

From 6058123881881636673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,21b4a9a64fbd25f0,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-18 13:32:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari8
Subject: --- OOPS ---
Message-ID: <8603182221.AA10083@ucbvax.berkeley.edu>
Date: Tue, 18-Mar-86 16:32:00 EST
Article-I.D.: ucbvax.8603182221.AA10083
Posted: Tue Mar 18 16:32:00 1986
Date-Received: Fri, 21-Mar-86 03:15:48 EST
Sender: uucp@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 16

In a recent diatribe I mentioned that one of the problems with

SpeedScript 3.0 was that the prompting for search & replace
patterns was reverse of most other editors. This is not the
case. I was thinking of the editor built into the Action!
cartridge. Still an annoyance rather than a significant fault
though. There have been some RAM-based supplements to the
Action! editor (word-wrap for one...), does anyone know enough
to say for certain if the search/replace function could prompt
for it's arguments in reverse order? (I.E.: ask for the search
pattern, then the replacement instead of asking for the replacement
then the search pattern....)

                        -Richard Hartman
              nep.pgelhausen@ames-vmsb

From -6371141066540731696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 124863,a786cd92752fc4ea,start
X-Google-Attributes: gid124863,public
X-Google-Thread: 12c65a,a786cd92752fc4ea,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 15c82e,a786cd92752fc4ea,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 1622d3,a786cd92752fc4ea,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1986-03-18 17:58:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!voder!kontron!cramer
From: cramer@kontron.UUCP (Clayton Cramer)
Newsgroups: net.music,net.micro.apple,net.micro.atari8,net.micro.cbm
Subject: Request For Information On Covox Voice Master
Message-ID: <624@kontron.UUCP>
Date: Tue, 18-Mar-86 20:58:58 EST
Article-I.D.: kontron.624
Posted: Tue Mar 18 20:58:58 1986
Date-Received: Fri, 21-Mar-86 04:42:49 EST
Distribution: net
Organization: Kontron Electronics, Mt. View, CA
Lines: 8
Xref: watmath net.music:12704 net.micro.apple:2656 net.micro.atari8:86
net.micro.cbm:2095

My wife is interested in a gadget we saw advertised recently in Atari
Explorer magazine that purports to translate music (whistled or hummed)
into musical notation. The company is Covox, Inc., in Eugene,
Oregon. It claims to work with the C64, C128, Apple II, and Atari
800, 800XL, and 130XE. (Hence the long newsgroups list.) The price
is about $90 -- which immediately makes me wonder how good something
like this good be. Does anyone here on the net have knowledge of
this product?

From 3473215879405620826
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9ad7397c76fdce87
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-20 05:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: load vectors and whatnot
Message-ID: <8603201326.AA06943@ucbvax.berkeley.edu>
Date: Thu, 20-Mar-86 08:20:00 EST
Article-I.D.: ucbvax.8603201326.AA06943
Posted: Thu Mar 20 08:20:00 1986
Date-Received: Sun, 30-Mar-86 07:18:30 EST
References: <142@atari.UUcp>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I don't know where you got your information but the "S bit" you describe
is definately not correct. All 8 bits of the last byte of the sector are
use for byte count. Of course the MSB (your "S bit") can be a 1 only in
double density.

David Young

From -3871193379780008830
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1bcc1db7fda804cd,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-20 22:11:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcc6!sdcc12!wa60
From: wa60@sdcc12.UUCP (paul van de graaf{})
Newsgroups: net.micro.atari8
Subject: Finally! A Free Run-Time Library for Action! (LONG)
Message-ID: <556@sdcc12.UUCP>
Date: Fri, 21-Mar-86 01:11:38 EST
Article-I.D.: sdcc12.556
Posted: Fri Mar 21 01:11:38 1986
Date-Received: Tue, 25-Mar-86 02:58:09 EST
Organization: U.C. San Diego, Academic Computer Center
Lines: 388

I posted this a week ago, but apparently the UUCP at a local site was broken.

If you've seen it before, my apologies. I'm still unsure if this posting will get out; so I'd appreciate a reply by mail if you get it running on your Atari.

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Permission is granted for Usenet & Arpanet users to copy this article for their own use. It is NOT to be distributed beyond Usenet & Arpanet sites (or normal tributaries thereof); sold, or traded without permission from the author.

[The reason for the above notice is that I am considering getting this article and programs published in either Analog or Antic. I recently had my printer and modem destroyed by a power-surge, and could use some cash to replace them. (I accidently plugged them into my un-surge-protected power strip. BLAST!) Consider this a Beta-Test of the article & programs. They will either be published in another form, or released into the public domain. I would especially like to keep them off of Compuserve et al., for the time being.]

Here's the program you Action! programmers have all been waiting for!
A free Run-Time Library of sorts for the Action! language.

But first a few disclaimers:

1.) This run-time library requires at least 48K of memory. It will not run when cartridges are installed, as it uses memory from $A000 to $B5FF.

2.) The library has only been tested for version 3.6 of the Action! cartridge. To find out which version you have, check location $B000. It contains the version number in hex. If it's not $36, then the library might not work. I'd try it anyway, since it might work, or there probably is an easy patch. See the text below for more details.

3.) Since this library requires that you make a copy of part of the Action! cartridge, there may be some issue of piracy. I consider this a legal back-up copy of the cartridge as stated in the licensing agreement, but OSS's attorneys might think otherwise. Proceed at your own risk!
I take no legal responsibility for your actions.

4.) Because the routines PrintF() and Error() have some bank-switching in them, they do not work normally. PrintF() works fine, except when asked to print CARDs in hex, it prints them in decimal. [ie. PrintF("%H",foo)] FIXACT.ACT changes the PrintF routine to make it act this way, otherwise it would lock up, since it tries to call bank-switched code. I personally never cared for this routine anyway, because it always prints a leading "$", and you can't get it to suppress leading zeros. I'm sure you could write a better PrintF() yourself. The Error() routine works about the same as before, but instead of returning to the monitor after an error, it returns to DOS.

Introduction:

I wrote this library, because I can't understand why OSS decided not to include a run-time library with the Action! system. The run-time library routines are only about 2K of the cartridge. They could have easily made some facility to link the routines into the code. Perhaps they were short on space in the

cartridge, or maybe this is some marketing ploy to sell run-time library disks. I haven't seen or heard any details on the run-time library disk, other than you can get one for $30.00. I'm sure their library is a much more elegant, as I went the quick and dirty route. Instead of writing a full-blown linker and relocator to link in the run-time library, I opted for a simpler approach.

How it works:

My home-brew run-time library consists of 4 programs:

RTL.ACT	Sets up memory for the run-time library.
ACTION.COM	A copy of part of the Action! cartridge saved to a binary file.
FIXACT.ACT	Fixes the self-modifying and bank-switching code in ACTION.COM
CLEANUP.ACT	Cleans up after the run-time library.

The library works like this: RTL.ACT is run first. It is a one-shot program which makes your 48K or greater machine look like a 40K computer by closing the editor, bumping down RAMTOP, and opening the editor again. It also sets up the error handler, and opens the keyboard as channel 7. Channel 7 is opened because the Action! cartridge keeps channel 7 open all the time, and some programs take advantage of this channel. After RTL.ACT is run, ACTION.COM is loaded, and the run-time library is in place. It's as if the cartridge is inserted, except this cartridge can be written to and can't do bank-switching. After ACTION.COM is loaded, a compiled Action! program can be run, and it will call the library routines that were normally on the cartridge, but now have been copied and loaded into RAM. After the compiled Action! program is run, you have the option of running CLEANUP.ACT to reset the machine so it looks like it has 48K of memory again.

There's just one problem, though. The Action! cartridge has some self-modifying code in it that can alter the routines in the run-time library as it runs. It works fine when it's in a ROM cartridge, but it gets messed up when in RAM. This code was put in to make life difficult for pirates who might be considering ripping-off the Action! cartridge. I took a disassembler to ACTION.COM and I'm fairly certain I've located all the self-modifying code. While disassembling I also located the bank-switching code mentioned above. FIXACT.ACT replaces the tainted code with NOPs, thereby de-fusing the logic bombs.

Contrary to what you might expect, you CAN write programs in Action! that will run without the run-time library. You can't call any library routines, do a multiply, divide, MOD, RSH, or LSH; use the trace or error facilities, or have a PROC/FUNC that has more than 3 bytes of parameters. These constraints make programming difficult, but not impossible. RTL.ACT is written in this manner. It uses CIO calls to do opens, closes and puts to IO channels, rather than calling the run-time library routines.

Dim the lights, it's time for the sermon:

I believe it's important to mention the distinction between what I'm doing here, and piracy. I am only making a backup of the cartridge, and this backup is taking the place of the cartridge when I want to run a program without the cartridge inserted. If the Action! system were better designed, I needn't bother with this. I don't think this constitutes piracy unless I give/sell a copy of the cartridge to somebody, or use it on a different computer. I only

give the patches to fix code in the run-time library in FIXACT.COM-- NOT for the editor, monitor, or compiler sections of the cartridge. In fact after looking at most of the code in the Action! cartridge, I would guess any effort to pirate the cartridge, other than building a similar bank-switching arrangement, would greatly reduce the functionality of Action!. Besides-- you can get it for $29.00 at some mail-order shops. Despite their mistake with the run-time library for Action!, OSS is a quality software vendor, and they deserve our support.

Making the run-time library:

Step 1:
  Go to DOS with the Action! cartridge installed.
  Select the K command to write a binary file.
  At the prompt: SAVE - GIVE FILE,START,END,(INIT,LOAD)
  type: ACTION.COM,A000,B5FF

Step 2:
  Compile RTL.ACT, and from the monitor type: W "RTL.COM"
  Compile FIXACT.ACT, and from the monitor type: W "FIXACT.COM"
  Compile CLEANUP.ACT, and from the monitor type: W "CLEANUP.COM"

Step 3:
  Remove the Action! cartridge and re-boot the system.
  (on the XL & XE be sure to press the Option key when booting)
  Select the L command from the DOS menu to load a binary file.
  At the prompt: LOAD FROM WHAT FILE? type: RTL.COM
  The screen will clear, and you'll return to DOS.
  DOS gets confused because the screen was cleared and the cursor was moved.
  Press return, and DOS will redraw the menu and come back to its senses.
  Select the L command again.
  At the prompt: LOAD FROM WHAT FILE? type: ACTION.COM
  After the file has loaded, select the L command again.
  At the prompt: LOAD FROM WHAT FILE? type: FIXACT.COM
  After the file loads and runs, select the K (binary save) command.
  At the prompt: SAVE - GIVE FILE,START,END,(INIT,RUN)
  type: ACTION.COM,A000,B5FF

Three ways to use the run-time library:

1.) Manually:

  Boot DOS without any cartridges installed (press option while booting on an XL or XE). Load RTL.COM from DOS, then load ACTION.COM from DOS, and finally load the compiled Action! program you wish to run. This is rather tedious process, but it's ideal for quickly testing the run-time library.

2.) With an AUTORUN.SYS file:
  Make a compound binary load file from DOS. Select the C command and
  at the prompt: COPY--FROM,TO? type: ACTION.COM,RTL.COM/A
  This will append ACTION.COM to the end of RTL.COM. When loaded with the
  L command, RTL.COM will now run the old RTL.COM program, and then load
  ACTION.COM. If you rename RTL.COM as AUTORUN.SYS, this process will

automatically occur at boot time. After the boot, you can load compiled Action! files from DOS, and they should run properly. You probably would want to use this technique if you have a bunch of compiled Action! programs on the same disk.

3.) A fully linked file:
Take a file like the AUTORUN.SYS file above, and append your compiled Action! program to it. IE. choose the C command from DOS, and type "YOUR_PROGAM.COM, AUTORUN.SYS/A" at the prompt. If you want to have the run-time library clean up after itself when your program returns to DOS, you'll also want to append the CLEANUP.COM file too. IE. "C(opy) CLEANUP.COM,AUTORUN.SYS/A". You might want to change the name of the file to something other than AUTORUN.SYS, if you don't want it to run automatically at boot time. This technique has a disadvantage -- after all that appending, the load file gets quite large! I have tried to pare the size down a little by only saving part of the Action! cartridge. Still, the ACTION.COM file is much larger than the 2K of routines we need. The problem is that the run-time library is scattered throughout the address space of the cartridge, and it's too much trouble to save it in several fragmented files.

If it doesn't work:

If the run-time library doesn't run correctly, make sure you didn't make an error along the way. If you don't have version 3.6, try saving all of the cartridge in steps 1 & 3 (ie. K "ACTION.COM,A000,BFFF"). Your cartridge may use code in the $B600 - $BFFF area. If the library still doesn't work, try skipping the L "FIXACT.COM" step. It should probably work now, but ACTION.COM will likely contain self-modifying and bank-switching code. You're going to have to take a disassembler to ACTION.COM to ferret out the self-modifying and bank-switching code. Then you can bypass the code with NOPs.

Self modifying code is fairly easy to identify. It's usually something obvious like: "DEC $A000,X", however it might be some sort of manipulation of a variable like: "LDA #0; STA $A0; LDA #$A0; STA $A1; INC ($A0),X". Bank-switching code is very easy to spot. It involves a write to any address from $D500 - $D5FF. For example: STA $D509,X.

You can find the entry points for most of the library routines by using the monitor. ex. ? PrintF. A few routines can't be found this way. They are: the math routines: MULTIPLY, DIVIDE, MOD, LSH, RSH; a routine which saves parameters and checks for a break key abort when PROCs or FUNCs with more than 3 bytes of parameters are called, and a routine to print a PROC/FUNC name and its arguments when trace is set. The way I found the entry points to these routines was to disassemble a compiled Action! programs which called these routines. Good Luck! Please send me mail if you find a patch to FIXACT.ACT which works for your version.

And now the programs:

After all this build-up, the programs are probably a let-down. They're quite straight-forward if you know the CIO routine. If you don't, you might want to get the technical notes from Atari (if they still sell them!). It probably will be easier to down-load them in one big file, and then hack it to pieces

with the Action! editor.

I'd like to know if this library works with the other versions of the Action!
cartridge. Send me mail if it works with your version.

Thanks,

Paul van de Graaf   sdcsvax!sdcc6!sdcc12!wa60   U. C. San Diego

--- CUT HERE ---

```
; RTL.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E   = $4000
SET $491 = $4000

DEFINE R     =   "4",  RW    =  "12",
       JMP   = "$4C",  EOL   = "$9B",
       CLEAR = "125",  OPEN  = "$03",
       PUTC  = "$0B",  CLOSE = "$0C"

BYTE IC0CMD  = $342,  IC7CMD  = $3B2,
     IC0AUX  = $34A,  IC7AUX  = $3BA,
     IC0AUX2 = $34B,  IC7AUX2 = $3BB,
     RAMSIZ  = $2E4,  RAMTOP  = $6A

CARD IC0BUF  = $344,  IC7BUF  = $3B4,
     IC0BLEN = $348,  IC7BLEN = $3B8

CHAR ARRAY editor = [ 'E ': EOL ],
           keybrd = [ 'K ': EOL ]

PROC CIO = $E456(BYTE Areg, Xreg)

PROC Put(CHAR chr)

  IC0CMD = PUTC
  IC0BLEN = 0
  CIO(chr,0)
RETURN

PROC Print(CHAR ARRAY msg)

  IC0CMD = PUTC
  IC0BUF = msg + 1
  IC0BLEN = msg(0)
  CIO(0,0)
```

```
RETURN

PROC main()
  BYTE POINTER ErrorAdr = Error

  IF RAMTOP >= $C0 THEN
    IC0CMD = CLOSE
    CIO(0,0)      ; Close(0)

    ; Bump down top of memory so the
    ; copy of the Action! cartridge
    ; won't clobber display memory.

    RAMTOP = $A0  RAMSIZ = $A0

    IC0CMD = OPEN
    IC0BUF = editor
    IC0AUX = RW
    IC0AUX2 = 0
    CIO(0,0)      ; Open(0,"E:",RW,0)

    IC7CMD = OPEN
    IC7BUF = keybrd
    IC7AUX = R
    IC7AUX2 = 0
    CIO(0,$70)    ; Open(7,"K:",R,0)

    ; Set up the Error Handler:
    ; On an Error, Action! jumps to
    ; the address Error, which we
    ; set to contain a JMP $A3A2.

    ErrorAdr^ = JMP
    Error = $A3A2
  ELSE
    Put(CLEAR)
    Print("The Home-Brew Action! ")
    Print(" Run-time Library")
    Print("requires at least 48K ")
    Print("bytes of memory.")
    Put(EOL)
    Put(EOL)
    Print("Please Remove Cartridge(s)!")
    DO
    OD            ; Hang in a loop.
  FI
RETURN

--- CUT HERE ---

; FIXACT.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
```

```
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E   = $4000
SET $491 = $4000

DEFINE NOP = "$EA", RTS = "$60"

PROC main()
  ; Change STA $A04A in the
  ; multiply routine to NOPs.

  Poke($A036,NOP)
  Poke($A037,NOP)
  Poke($A038,NOP)

  ; Change JMP $B889 in the default
  ; error handler to an RTS.

  Poke($A3A2,RTS)

  ; Change DEC $A395,X in the CIO
  ; error check routine to NOPs.

  Poke($A3BD,NOP)
  Poke($A3BE,NOP)
  Poke($A3BF,NOP)

  ; Change JSR $B8C2 and JMP $A339
  ; in the PrintF() routine to NOPs.

  Poke($A438,NOP)  Poke($A439,NOP)
  Poke($A43A,NOP)  Poke($A43B,NOP)
  Poke($A43C,NOP)  Poke($A43D,NOP)

  ; Change STA ($A5),Y in the
  ; Close() routine to NOPs.

  Poke($B02A,NOP)
  Poke($B02B,NOP)
RETURN

--- CUT HERE ---

; CLEANUP.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.
```

```
SET $E   = $4000
SET $491 = $4000

DEFINE RW = "12"

BYTE RAMSIZ = $2E4, RAMTOP = $6A

PROC main()

  Close(7)
  Close(0)
  RAMSIZ = $C0  RAMTOP = $C0
  Open(0,"E:",RW,0)
RETURN
```

```
From -1566198700422197511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1226404d25602e72,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-21 04:26:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Kermit binary file xfer
Message-ID: <8603211231.AA04810@ucbvax.berkeley.edu>
Date: Fri, 21-Mar-86 07:26:28 EST
Article-I.D.: ucbvax.8603211231.AA04810
Posted: Fri Mar 21 07:26:28 1986
Date-Received: Sat, 22-Mar-86 22:38:54 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

I am having trouble transferring binary files with the ACTION! Kermit.
I lose the 8th bit of every byte. Has anybody out there had any luck
transferring binary files with this Kermit. It has a binary file option
but this seems to have no effect.

On a more technical level, the 8th bit quoting character does not
appear in the Sinit packet. The server acks with an indication that
it would accept the 8th bit quoting character if it were requested. I
am wondering if maybe Jack Palevich made the binary file option part of
the Kermit parameter menu but failed to implement 8th bit quoting. I find
that hard to believe since that is a rather trivial task and the rest of
the implementation is so complete.

Is anybody out there in contact with Jack to ask him this question? If not,
I guess I will have to go mucking around in the code to find out.
```

Thanks in advance,
David Young

From -5873903661610807124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,51dcd3d7908515f8,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-21 08:51:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!sask!long
From: long@sask.UUCP (Warren Long)
Newsgroups: net.micro.atari8
Subject: 512K Board etc.
Message-ID: <349@sask.UUCP>
Date: Fri, 21-Mar-86 11:51:42 EST
Article-I.D.: sask.349
Posted: Fri Mar 21 11:51:42 1986
Date-Received: Sat, 22-Mar-86 08:09:07 EST
Distribution: net
Organization: University of Saskatchewan, CANADA
Lines: 23

<line eater>

As soon as I verify availability and prices,
I will post the name/address/phone number of the people who made
my 512K board. I assume it is ready for production.

I believe prices are:

       512K: $200 ($US)
       1Meg: $300 ($US)

All the usual disclaimers apply. I am posting this because I was
feeling deserted and left out, because all I had was an 800 and could't
use all of the new doodads for the XL/XE series. I feel that everyone
out there who owns an 800 should at least know that, if he wanted to,
he could upgrade to 1 Meg.

                Warren Long
                University of Saskatchewan
                Canada

From 3336757120333415094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d53acdeafee6054f

X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-21 11:39:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari8
Subject: Re: ACTION! plea, once again
Message-ID: <201@lll-lcc.UUcp>
Date: Fri, 21-Mar-86 14:39:04 EST
Article-I.D.: lll-lcc.201
Posted: Fri Mar 21 14:39:04 1986
Date-Received: Sat, 22-Mar-86 23:22:43 EST
References: <8603101331.AA19883@mitre.ARPA>
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 69
Summary: CHAIN.ACT, from OSS

In article <8603101331.AA19883@mitre.ARPA>, ajb@MITRE.ARPA (Alan Broder) writes:

> I need to know several things about advanced programming in ACTION! :
>
>   1) Is it possible to "chain" ACTION! programs (load in and
>   execute a new program at termination of first program).

The following is from the OSS bulletin board, (408) 446-3451.
It may require use of their DOS XL. I haven't tried it.

     Bruce Langdon L-472   langdon%lll-lcc@lll-crg.ARPA
     Physics Department   "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

```
; Chain - ACTION! program loader
;   by Mark Rose - February, 1985

PROC LoadFile=*( BYTE x )
    CARD goAddr    = $2E2,
         startAddr = $6F0,
         endAddr   = $6F2
    BYTE rtn       = $6F4

  [
    $0A $0A $0A $0A $AA $A9 $60 $8D
    rtn $A9 $80 $8D goAddr $A9 $06
    $8D goAddr+1 $A9 $F0 $A0 4 $9D
    $344 $A9 $06 $9D $345 $98 $9D
    $348 $A9 0 $9D $349 $A9 7 $9D
    $342 $20 $E456 $10 3 $6C goAddr
    $AD startAddr $C9 $FF $D0 23 $4D
    startAddr+1 $D0 18 $AD endAddr
```

```
    $8D startAddr $AD endAddr+1 $8D
    startAddr+1 $A9 $F2 $A0 2 $D0 $C4
    $AD endAddr $38 $ED startAddr $9D
    $348 $AD endAddr+1 $ED startAddr+1
    $9D $349 $FE $348 $D0 3 $FE $349
    $AD startAddr $9D $344 $AD
    startAddr+1 $9D $345 $A9 7 $9D
    $342 $20 $E456 $10 $8F $98
    $4C Error
  ]
PROC LoadEnd=*()



PROC Chain( BYTE ARRAY fileName )
    Close( 1 )
    Open( 1, fileName, 4, 0 )
    MoveBlock( $600, LoadFile, LoadEnd-LoadFile )
    LoadFile( 1 )
RETURN

; From your ACTION! program, call the
; procedure Chain with the name of
; the ACTION! program to which you
; want to chain as the parameter.
; For example,
;    Chain( "D:NEXTPROG.COM" )
; would cause "NEXTPROG.COM" to be
; run as a binary file.  The desired
; file MUST have been written to disk
; using the "W" command from the
; ACTION! monitor.

MODULE
```


```
From 8203561111415847642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,86f047bdd069e468,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-21 21:14:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcc6!sdcc12!wa60
From: wa60@sdcc12.UUCP (paul van de graaf{})
Newsgroups: net.micro.atari8
Subject: At last! A free Action! Run-Time Library (LONG)
Message-ID: <558@sdcc12.UUCP>
Date: Sat, 22-Mar-86 00:14:10 EST
Article-I.D.: sdcc12.558
Posted: Sat Mar 22 00:14:10 1986
Date-Received: Tue, 25-Mar-86 02:59:56 EST
Organization: U.C. San Diego, Academic Computer Center
```

Lines: 388

I posted this a week ago, but apparently the UUCP at a local site was broken.
If you've seen it before, my apologies. I'm still unsure if this posting will
get out; so I'd appreciate a reply by mail if you get it running on your Atari.

Copyright (c) 1986, Paul van de Graaf
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own use. It is NOT to be distributed beyond Usenet & Arpanet sites (or normal
tributaries thereof); sold, or traded without permission from the author.

[The reason for the above notice is that I am considering getting this article
  and programs published in either Analog or Antic. I recently had my printer
  and modem destroyed by a power-surge, and could use some cash to replace them.
  (I accidently plugged them into my un-surge-protected power strip. BLAST!)
  Consider this a Beta-Test of the article & programs. They will either be
  published in another form, or released into the public domain. I would
  especially like to keep them off of Compuserve et al., for the time being.   ]

Here's the program you Action! programmers have all been waiting for!
A free Run-Time Library of sorts for the Action! language.

But first a few disclaimers:
1.) This run-time library requires at least 48K of memory. It will not run
    when cartridges are installed, as it uses memory from $A000 to $B5FF.

2.) The library has only been tested for version 3.6 of the Action! cartridge.
    To find out which version you have, check location $B000. It contains
    the version number in hex. If it's not $36, then the library might not
    work. I'd try it anyway, since it might work, or there probably is an
    easy patch. See the text below for more details.

3.) Since this library requires that you make a copy of part of the Action!
    cartridge, there may be some issue of piracy. I consider this a legal
    back-up copy of the cartridge as stated in the licensing agreement, but
    OSS's attorneys might think otherwise. Proceed at your own risk!
    I take no legal responsibility for your actions.

4.) Because the routines PrintF() and Error() have some bank-switching in them,
    they do not work normally. PrintF() works fine, except when asked to
    print CARDs in hex, it prints them in decimal. [ie. PrintF("%H",foo)]
    FIXACT.ACT changes the PrintF routine to make it act this way, otherwise
    it would lock up, since it tries to call bank-switched code. I personally
    never cared for this routine anyway, because it always prints a leading "$",
    and you can't get it to suppress leading zeros. I'm sure you could write a
    better PrintF() yourself. The Error() routine works about the same as
    before, but instead of returning to the monitor after an error, it returns
    to DOS.

Introduction:

I wrote this library, because I can't understand why OSS decided not to include a run-time library with the Action! system. The run-time library routines are only about 2K of the cartridge. They could have easily made some facility to link the routines into the code. Perhaps they were short on space in the cartridge, or maybe this is some marketing ploy to sell run-time library disks. I haven't seen or heard any details on the run-time library disk, other than you can get one for $30.00. I'm sure their library is a much more elegant, as I went the quick and dirty route. Instead of writing a full-blown linker and relocator to link in the run-time library, I opted for a simpler approach.

How it works:

My home-brew run-time library consists of 4 programs:

RTL.ACT	Sets up memory for the run-time library.
ACTION.COM	A copy of part of the Action! cartridge saved to a binary file.
FIXACT.ACT	Fixes the self-modifying and bank-switching code in ACTION.COM
CLEANUP.ACT	Cleans up after the run-time library.

The library works like this: RTL.ACT is run first. It is a one-shot program which makes your 48K or greater machine look like a 40K computer by closing the editor, bumping down RAMTOP, and opening the editor again. It also sets up the error handler, and opens the keyboard as channel 7. Channel 7 is opened because the Action! cartridge keeps channel 7 open all the time, and some programs take advantage of this channel. After RTL.ACT is run, ACTION.COM is loaded, and the run-time library is in place. It's as if the cartridge is inserted, except this cartridge can be written to and can't do bank-switching. After ACTION.COM is loaded, a compiled Action! program can be run, and it will call the library routines that were normally on the cartridge, but now have been copied and loaded into RAM. After the compiled Action! program is run, you have the option of running CLEANUP.ACT to reset the machine so it looks like it has 48K of memory again.

There's just one problem, though. The Action! cartridge has some self-modifying code in it that can alter the routines in the run-time library as it runs. It works fine when it's in a ROM cartridge, but it gets messed up when in RAM. This code was put in to make life difficult for pirates who might be considering ripping-off the Action! cartridge. I took a disassembler to ACTION.COM and I'm fairly certain I've located all the self-modifying code. While disassembling I also located the bank-switching code mentioned above. FIXACT.ACT replaces the tainted code with NOPs, thereby de-fusing the logic bombs.

Contrary to what you might expect, you CAN write programs in Action! that will run without the run-time library. You can't call any library routines, do a multiply, divide, MOD, RSH, or LSH; use the trace or error facilities, or have a PROC/FUNC that has more than 3 bytes of parameters. These constraints make programming difficult, but not impossible. RTL.ACT is written in this manner. It uses CIO calls to do opens, closes and puts to IO channels, rather than calling the run-time library routines.

Dim the lights, it's time for the sermon:

I believe it's important to mention the distinction between what I'm doing here, and piracy. I am only making a backup of the cartridge, and this

backup is taking the place of the cartridge when I want to run a program without the cartridge inserted. If the Action! system were better designed, I needn't bother with this. I don't think this constitutes piracy unless I give/sell a copy of the cartridge to somebody, or use it on a different computer. I only give the patches to fix code in the run-time library in FIXACT.COM-- NOT for the editor, monitor, or compiler sections of the cartridge. In fact after looking at most of the code in the Action! cartridge, I would guess any effort to pirate the cartridge, other than building a similar bank-switching arrangement, would greatly reduce the functionality of Action!. Besides-- you can get it for $29.00 at some mail-order shops. Despite their mistake with the run-time library for Action!, OSS is a quality software vendor, and they deserve our support.

Making the run-time library:

Step 1:
  Go to DOS with the Action! cartridge installed.
  Select the K command to write a binary file.
  At the prompt: SAVE - GIVE FILE,START,END,(INIT,LOAD)
  type: ACTION.COM,A000,B5FF

Step 2:
  Compile RTL.ACT, and from the monitor   type: W "RTL.COM"
  Compile FIXACT.ACT, and from the monitor   type: W "FIXACT.COM"
  Compile CLEANUP.ACT, and from the monitor type: W "CLEANUP.COM"

Step 3:
  Remove the Action! cartridge and re-boot the system.
  (on the XL & XE be sure to press the Option key when booting)
  Select the L command from the DOS menu to load a binary file.
  At the prompt: LOAD FROM WHAT FILE? type: RTL.COM
  The screen will clear, and you'll return to DOS.
  DOS gets confused because the screen was cleared and the cursor was moved.
  Press return, and DOS will redraw the menu and come back to its senses.
  Select the L command again.
  At the prompt: LOAD FROM WHAT FILE? type: ACTION.COM
  After the file has loaded, select the L command again.
  At the prompt: LOAD FROM WHAT FILE? type: FIXACT.COM
  After the file loads and runs, select the K (binary save) command.
  At the prompt: SAVE - GIVE FILE,START,END,(INIT,RUN)
  type: ACTION.COM,A000,B5FF

Three ways to use the run-time library:

1.) Manually:

  Boot DOS without any cartridges installed (press option while booting on an XL or XE). Load RTL.COM from DOS, then load ACTION.COM from DOS, and finally load the compiled Action! program you wish to run. This is rather tedious process, but it's ideal for quickly testing the run-time library.

2.) With an AUTORUN.SYS file:
  Make a compound binary load file from DOS. Select the C command and

at the prompt: COPY--FROM,TO? type: ACTION.COM,RTL.COM/A
This will append ACTION.COM to the end of RTL.COM. When loaded with the L command, RTL.COM will now run the old RTL.COM program, and then load ACTION.COM. If you rename RTL.COM as AUTORUN.SYS, this process will automatically occur at boot time. After the boot, you can load compiled Action! files from DOS, and they should run properly. You probably would want to use this technique if you have a bunch of compiled Action! programs on the same disk.

3.) A fully linked file:
Take a file like the AUTORUN.SYS file above, and append your compiled Action! program to it. IE. choose the C command from DOS, and type "YOUR_PROGAM.COM, AUTORUN.SYS/A" at the prompt. If you want to have the run-time library clean up after itself when your program returns to DOS, you'll also want to append the CLEANUP.COM file too. IE. "C(opy) CLEANUP.COM,AUTORUN.SYS/A". You might want to change the name of the file to something other than AUTORUN.SYS, if you don't want it to run automatically at boot time. This technique has a disadvantage -- after all that appending, the load file gets quite large! I have tried to pare the size down a little by only saving part of the Action! cartridge. Still, the ACTION.COM file is much larger than the 2K of routines we need. The problem is that the run-time library is scattered throughout the address space of the cartridge, and it's too much trouble to save it in several fragmented files.

If it doesn't work:

If the run-time library doesn't run correctly, make sure you didn't make an error along the way. If you don't have version 3.6, try saving all of the cartridge in steps 1 & 3 (ie. K "ACTION.COM,A000,BFFF"). Your cartridge may use code in the $B600 - $BFFF area. If the library still doesn't work, try skipping the L "FIXACT.COM" step. It should probably work now, but ACTION.COM will likely contain self-modifying and bank-switching code. You're going to have to take a disassembler to ACTION.COM to ferret out the self-modifying and bank-switching code. Then you can bypass the code with NOPs.

Self modifying code is fairly easy to identify. It's usually something obvious like: "DEC $A000,X", however it might be some sort of manipulation of a variable like: "LDA #0; STA $A0; LDA #$A0; STA $A1; INC ($A0),X". Bank-switching code is very easy to spot. It involves a write to any address from $D500 - $D5FF. For example: STA $D509,X.

You can find the entry points for most of the library routines by using the monitor. ex. ? PrintF. A few routines can't be found this way. They are: the math routines: MULTIPLY, DIVIDE, MOD, LSH, RSH; a routine which saves parameters and checks for a break key abort when PROCs or FUNCs with more than 3 bytes of parameters are called, and a routine to print a PROC/FUNC name and its arguments when trace is set. The way I found the entry points to these routines was to disassemble a compiled Action! programs which called these routines. Good Luck! Please send me mail if you find a patch to FIXACT.ACT which works for your version.

And now the programs:

After all this build-up, the programs are probably a let-down. They're quite straight-forward if you know the CIO routine. If you don't, you might want to get the technical notes from Atari (if they still sell them!). It probably will be easier to down-load them in one big file, and then hack it to pieces with the Action! editor.

I'd like to know if this library works with the other versions of the Action! cartridge. Send me mail if it works with your version.

Thanks,

Paul van de Graaf   sdcsvax!sdcc6!sdcc12!wa60   U. C. San Diego

--- CUT HERE ---

```
; RTL.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E   = $4000
SET $491 = $4000

DEFINE R     =   "4",  RW    =  "12",
       JMP   = "$4C",  EOL   = "$9B",
       CLEAR = "125",  OPEN  = "$03",
       PUTC  = "$0B",  CLOSE = "$0C"

BYTE IC0CMD  = $342,  IC7CMD  = $3B2,
     IC0AUX  = $34A,  IC7AUX  = $3BA,
     IC0AUX2 = $34B,  IC7AUX2 = $3BB,
     RAMSIZ  = $2E4,  RAMTOP  = $6A

CARD IC0BUF  = $344,  IC7BUF  = $3B4,
     IC0BLEN = $348,  IC7BLEN = $3B8

CHAR ARRAY editor = [ 'E ': EOL ],
           keybrd = [ 'K ': EOL ]

PROC CIO = $E456(BYTE Areg, Xreg)

PROC Put(CHAR chr)

  IC0CMD = PUTC
  IC0BLEN = 0
  CIO(chr,0)
RETURN

PROC Print(CHAR ARRAY msg)
```

```
  IC0CMD = PUTC
  IC0BUF = msg + 1
  IC0BLEN = msg(0)
  CIO(0,0)
RETURN

PROC main()
  BYTE POINTER ErrorAdr = Error

  IF RAMTOP >= $C0 THEN
    IC0CMD = CLOSE
    CIO(0,0)      ; Close(0)

    ; Bump down top of memory so the
    ; copy of the Action! cartridge
    ; won't clobber display memory.

    RAMTOP = $A0  RAMSIZ = $A0

    IC0CMD = OPEN
    IC0BUF = editor
    IC0AUX = RW
    IC0AUX2 = 0
    CIO(0,0)      ; Open(0,"E:",RW,0)

    IC7CMD = OPEN
    IC7BUF = keybrd
    IC7AUX = R
    IC7AUX2 = 0
    CIO(0,$70)    ; Open(7,"K:",R,0)

    ; Set up the Error Handler:
    ; On an Error, Action! jumps to
    ; the address Error, which we
    ; set to contain a JMP $A3A2.

    ErrorAdr^ = JMP
    Error = $A3A2
  ELSE
    Put(CLEAR)
    Print("The Home-Brew Action! ")
    Print(" Run-time Library")
    Print("requires at least 48K ")
    Print("bytes of memory.")
    Put(EOL)
    Put(EOL)
    Print("Please Remove Cartridge(s)!")
    DO
    OD            ; Hang in a loop.
  FI
RETURN

--- CUT HERE ---
```

```
; FIXACT.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E   = $4000
SET $491 = $4000

DEFINE NOP = "$EA", RTS = "$60"

PROC main()
  ; Change STA $A04A in the
  ; multiply routine to NOPs.

  Poke($A036,NOP)
  Poke($A037,NOP)
  Poke($A038,NOP)

  ; Change JMP $B889 in the default
  ; error handler to an RTS.

  Poke($A3A2,RTS)

  ; Change DEC $A395,X in the CIO
  ; error check routine to NOPs.

  Poke($A3BD,NOP)
  Poke($A3BE,NOP)
  Poke($A3BF,NOP)

  ; Change JSR $B8C2 and JMP $A339
  ; in the PrintF() routine to NOPs.

  Poke($A438,NOP)  Poke($A439,NOP)
  Poke($A43A,NOP)  Poke($A43B,NOP)
  Poke($A43C,NOP)  Poke($A43D,NOP)

  ; Change STA ($A5),Y in the
  ; Close() routine to NOPs.

  Poke($B02A,NOP)
  Poke($B02B,NOP)
RETURN

--- CUT HERE ---

; CLEANUP.ACT
; Copyright (c) 1986,  Paul van de Graaf
; Permission is granted for members of
```

```
; Usenet & Arpanet to use this program.
; It is NOT to be distributed beyond
; Usenet & Arpanet sites; sold, or traded
; without consent of the author.

SET $E   = $4000
SET $491 = $4000

DEFINE RW = "12"

BYTE RAMSIZ = $2E4, RAMTOP = $6A

PROC main()

  Close(7)
  Close(0)
  RAMSIZ = $C0  RAMTOP = $C0
  Open(0,"E:",RW,0)
RETURN
```

```
From -8125365027231089408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3aed609bc25ccd59,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-22 09:47:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!hplabs!
ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA (John H. Sangster)
Newsgroups: net.micro.atari8
Subject: Query: Music-writing packages for Atari 800XL?
Message-ID: <8603221747.AA19387@mitre-bedford.ARPA>
Date: Sat, 22-Mar-86 12:47:05 EST
Article-I.D.: mitre-be.8603221747.AA19387
Posted: Sat Mar 22 12:47:05 1986
Date-Received: Thu, 27-Mar-86 01:17:18 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 10

Does anybody have any recommendations on music-writing packages for the 800XL?  A
friend of mine is interested in writing songs for the guitar and is thinking of
setting up to have computer assistance.

I would think that a package which could help with writing the scores in standard
musical notation and could play the music would be what he wants.  Sort of a music
word-processor with the ability to play the music too.

Does such a package exist for the 800XL?
How about the ST or the AMIGA, if anyone on this net knows?
```

Thanks for any help that is forthcoming.
-John Sangster
jhs at mitre-bedford.arpa

From -1127763486477468513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,9ad7397c76fdce87
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-22 10:54:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihelp.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihelp!dlm
From: dlm@ihelp.UUCP (Daryl Monge)
Newsgroups: net.micro.atari8
Subject: Re: load vectors and whatnot
Message-ID: <492@ihelp.UUCP>
Date: Sat, 22-Mar-86 13:54:27 EST
Article-I.D.: ihelp.492
Posted: Sat Mar 22 13:54:27 1986
Date-Received: Mon, 24-Mar-86 00:28:54 EST
References: <142@atari.UUcp> <8603201326.AA06943@ucbvax.berkeley.edu>
Organization: AT&T Bell Laboratories
Lines: 19

> I don't know where you got your information but the "S bit" you describe
> is definately not correct. All 8 bits of the last byte of the sector are
> use for byte count. Of course the MSB (your "S bit") can be a 1 only in
> double density.
>
> David Young
> -------

He got it from the ATARI Personal Computer System OPERATING SYSTEM Users
Manual, section 5, page 84; which I have sitting in my lap this minute.

Are you saying the manual is wrong? This manual came directly from ATARI.

Daryl Monge
AT&T
Bell Labs, Naperville, Ill

...!ihnp4!ihelp!dlm

From 1463689934563130341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,efb805aa84296822
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-24 04:34:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!

seismo!hao!hplabs!ucbvax!USC-ISID.ARPA!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: 256K Upgrades and Ramdisks
Message-ID: <8603241247.AA00955@ucbvax.berkeley.edu>
Date: Mon, 24-Mar-86 07:34:40 EST
Article-I.D.: ucbvax.8603241247.AA00955
Posted: Mon Mar 24 07:34:40 1986
Date-Received: Wed, 26-Mar-86 04:46:07 EST
References: <553@sdcc12.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

Paul,
I saw nothing about a homebrew ACTION! runtime library but I sure would
like to get hold of it! Please post it again or at least send me a copy.

Thanks,
David Young

From -6710439825801153527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,fd94f14d49915759,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-24 08:54:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!alberta.UUCP!lake
From: lake@ALBERTA.UUCP
Newsgroups: net.micro.atari8
Subject: mailing list backlog
Message-ID: <8603241629.AA01658@pembina.alberta.UUCP>
Date: Mon, 24-Mar-86 11:54:16 EST
Article-I.D.: pembina.8603241629.AA01658
Posted: Mon Mar 24 11:54:16 1986
Date-Received: Thu, 27-Mar-86 01:26:28 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 450

Date: Mon, 24 Mar 86 09:29:21 mst

I found the following messages in our mail box. Some of these helped me
track down a bug in our sendmail configuration file, but I'm not sure what
went wrong with some of the other messages. Anyway, these are all intended
for the mailing list and in case you have not received these yet, here they
are:

From ihnp4!ucbvax!MAILER-DAEMON Sat Mar 22 16:51:53 1986
Received: by pembina.alberta.UUCP (4.12/1.0)

```
     id AA27776; Sat, 22 Mar 86 16:51:49 mst
Received: by ihnp4.ATT.COM id AA10209; 20 Mar 86 15:54:30 CST (Thu)
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AB08276; Wed, 19 Mar 86 16:56:09 PST
Date: Wed, 19 Mar 86 16:56:09 PST
From: ihnp4!ucbvax!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
Message-Id: <8603200056.AB08276@ucbvax.berkeley.edu>
To: alberta!MAILER-DAEMON
Status: R

   ----- Transcript of session follows -----
>>> RCPT To:<USC-ISID!DYOUNG@su-score.arpa>
<<< 550 No such local mailbox as "USC-ISID!DYOUNG", recipient rejected
550 SU-SCORE.ARPA!USC-ISID!DYOUNG... User unknown

   ----- Unsent message follows -----
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AA08032; Wed, 19 Mar 86 16:13:26 PST
Received: by ihnp4.ATT.COM id AA15582; 18 Mar 86 23:14:14 CST (Tue)
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01349; Mon, 17 Mar 86 09:14:32 mst
Date: 13 Mar 1986 19:45:41 EST
From: ihnp4!alberta!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8603171614.AA01349@pembina.alberta.UUCP>
To: @SU-SCORE.ARPA:DYOUNG@USC-ISID

   ----- Transcript of session follows -----
Senduucp: no route to site usl-pa.
550 ubc-vision!garfield!dalcs!csta35%usl-pa.uucp... Host unknown

   ----- Unsent message follows -----
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01337; Mon, 17 Mar 86 09:14:32 mst
Received: by ihnp4.ATT.COM id AA23961; 15 Mar 86 22:46:33 CST (Sat)
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA06057; Thu, 13 Mar 86 17:25:16 PST
Message-Id: <8603140125.AA06057@ucbvax.berkeley.edu>
Received: from USC-ISID.ARPA by SU-SCORE.ARPA with TCP; Thu 13 Mar 86 17:16:07-PST
Date: 13 Mar 1986 19:45:41 EST
Subject: Re: Need info:  Hardware mod for Sys-Reset
From: C. David Young <ihnp4!ucbvax!USC-ISID.ARPA!DYOUNG>
To: ulysses!burl!clyde!watmath!utzoo!utcsri!ubc-vision!alberta!sask!long (Warren
Long)
Cc: info-atari8@SU-SCORE.ARPA, DYOUNG@USC-ISID.ARPA
In-Reply-To: <343@sask.UUCP>

If you will give me your mail address I will send you a sheet
describing the coldstart mod. However, it will not do you much good unless
you have an 8K OMNIMON in the system to take control after resetting the
CPU. Also, I have not had much luck in preserving the contents of the
ramdisk when the CPU locks up. I think the RAM must lose the refresh
```

when the CPU locks up.

David Young

From ihnp4!ucbvax!MAILER-DAEMON Sat Mar 22 16:52:02 1986
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA27784; Sat, 22 Mar 86 16:51:58 mst
Received: by ihnp4.ATT.COM id AA10236; 20 Mar 86 15:54:57 CST (Thu)
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AB08276; Wed, 19 Mar 86 16:58:08 PST
Date: Wed, 19 Mar 86 16:58:08 PST
From: ihnp4!ucbvax!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
Message-Id: <8603200058.AB08276@ucbvax.berkeley.edu>
To: alberta!MAILER-DAEMON
Status: R

   ----- Transcript of session follows -----
>>> RCPT To:<su-score!info-atari8-request@su-score.arpa>
<<< 550 No such local mailbox as "su-score!info-atari8-request", recipient
rejected
550 SU-SCORE.ARPA!su-score!info-atari8-request... User unknown

   ----- Unsent message follows -----
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AA08018; Wed, 19 Mar 86 16:12:34 PST
Received: by ihnp4.ATT.COM id AA15537; 18 Mar 86 23:13:06 CST (Tue)
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01332; Mon, 17 Mar 86 09:14:21 mst
Date: 10 Mar 86 19:41:50 GMT
From: ihnp4!alberta!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8603171614.AA01332@pembina.alberta.UUCP>
To: @SU-SCORE.ARPA:info-atari8-request@su-score
To: <ucbvax!su-score.arpa!info-atari8-request>

   ----- Transcript of session follows -----
Senduucp: no route to site usl-pa.
550 ubc-vision!garfield!dalcs!csta35%usl-pa.uucp... Host unknown

   ----- Unsent message follows -----
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01325; Mon, 17 Mar 86 09:14:21 mst
Received: by ihnp4.ATT.COM id AA23881; 15 Mar 86 22:45:14 CST (Sat)
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA05857; Thu, 13 Mar 86 17:10:13 PST
Received: from ucbvax.berkeley.edu by SU-SCORE.ARPA with TCP; Thu 13 Mar 86
11:34:43-PST

Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA00864; Thu, 13 Mar 86 06:58:48 PST
Date: 10 Mar 86 19:41:50 GMT
From: ihnp4!ucbvax!ulysses!burl!clyde!watmath!utzoo!utcsri!ubc-vision!garfield!
hong
Organization: Memorial U. of Nfld. C.S. Dept., St. John's
Subject: atari serial interface info wanted
Message-Id: <1333@garfield.UUCP>
Sender: ihnp4!ucbvax!usenet
Errors-To: <ihnp4!ucbvax!su-score.arpa!info-atari8-request>
To: arpa!info-atari8@su-score

I want to add an interface for a Hayes compt modem.
And I was told by someone there are a lot of serial interface availiable
, but I have no idea which will suit my requirement.
There are Atari 850, P:R CONNECTION (100 % 850 compt?), U-CALL and
R-VERTER.
Have you used any of the above?
Which one is better?
Thanks in advance.

From ihnp4!ucbvax!MAILER-DAEMON Sat Mar 22 16:52:11 1986
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA27791; Sat, 22 Mar 86 16:52:07 mst
Received: by ihnp4.ATT.COM id AA10376; 20 Mar 86 15:57:50 CST (Thu)
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AB09668; Wed, 19 Mar 86 18:25:16 PST
Date: Wed, 19 Mar 86 18:25:16 PST
From: ihnp4!ucbvax!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
Message-Id: <8603200225.AB09668@ucbvax.berkeley.edu>
To: alberta!MAILER-DAEMON
Status: R

   ----- Transcript of session follows -----
>>> RCPT To:<su-score!info-atari8-request@su-score.arpa>
<<< 550 No such local mailbox as "su-score!info-atari8-request", recipient
rejected
550 SU-SCORE.ARPA!su-score!info-atari8-request... User unknown

   ----- Unsent message follows -----
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AA08314; Wed, 19 Mar 86 16:40:41 PST
Received: by ihnp4.ATT.COM id AA17190; 18 Mar 86 23:48:07 CST (Tue)
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01748; Mon, 17 Mar 86 09:24:50 mst
Date: Fri, 14 Mar 86 03:39:57 PST
From: ihnp4!alberta!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8603171624.AA01748@pembina.alberta.UUCP>
To: @SU-SCORE.ARPA:info-atari8-request@su-score

   ----- Transcript of session follows -----

Senduucp: no route to site usl-pa.
550 ubc-vision!garfield!dalcs!csta35%usl-pa.uucp... Host unknown

   ----- Unsent message follows -----
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01741; Mon, 17 Mar 86 09:24:50 mst
Received: by ihnp4.ATT.COM id AA24993; 15 Mar 86 23:01:27 CST (Sat)
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA14468; Fri, 14 Mar 86 03:45:32 PST
Received: from ucbvax.berkeley.edu by SU-SCORE.ARPA with TCP; Fri 14 Mar 86
03:37:39-PST
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA14374; Fri, 14 Mar 86 03:39:57 PST
Date: Fri, 14 Mar 86 03:39:57 PST
From: ihnp4!ucbvax!su-score.arpa!info-atari8-request
Message-Id: <8603141139.AA14374@ucbvax.berkeley.edu>
Apparently-To: info-atari8@score.stanford.edu

From ihnp4!ucbvax!MAILER-DAEMON Sat Mar 22 16:53:57 1986
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA27803; Sat, 22 Mar 86 16:53:50 mst
Received: by ihnp4.ATT.COM id AA10406; 20 Mar 86 15:58:13 CST (Thu)
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AB09668; Wed, 19 Mar 86 18:26:31 PST
Date: Wed, 19 Mar 86 18:26:31 PST
From: ihnp4!ucbvax!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
Message-Id: <8603200226.AB09668@ucbvax.berkeley.edu>
To: alberta!MAILER-DAEMON
Status: R

   ----- Transcript of session follows -----
>>> RCPT To:<ARDC!ekijak@su-score.arpa>
<<< 550 No such local mailbox as "ARDC!ekijak", recipient rejected
550 SU-SCORE.ARPA!ARDC!ekijak... User unknown

   ----- Unsent message follows -----
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AA08348; Wed, 19 Mar 86 16:44:31 PST
Received: by ihnp4.ATT.COM id AA17515; 18 Mar 86 23:53:00 CST (Tue)
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01800; Mon, 17 Mar 86 09:25:55 mst
Date: Fri, 14 Mar 86 9:26:45 EST
From: ihnp4!alberta!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8603171625.AA01800@pembina.alberta.UUCP>
To: @SU-SCORE.ARPA:ekijak@ARDC

   ----- Transcript of session follows -----
Senduucp: no route to site usl-pa.
550 ubc-vision!garfield!dalcs!csta35%usl-pa.uucp... Host unknown

```
   ----- Unsent message follows -----
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01790; Mon, 17 Mar 86 09:25:55 mst
Received: by ihnp4.ATT.COM id AA25481; 15 Mar 86 23:06:32 CST (Sat)
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA19580; Fri, 14 Mar 86 08:46:24 PST
Message-Id: <8603141646.AA19580@ucbvax.berkeley.edu>
Received: from ARDC-3.ARPA by SU-SCORE.ARPA with TCP; Fri 14 Mar 86 08:34:44-PST
Date:     Fri, 14 Mar 86 9:26:45 EST
From: "Edmund S. Kijak" (POINT) <ihnp4!ucbvax!ARDC.ARPA!ekijak>
To: info-atari8@su-score.ARPA
Subject:  Re:  Need info: Hardware mod for Sys-Reset

At one time, I was thinking about adding a hardware reset to the 400/800 also.,
and for the same reason.  Seems to me that one of the 6502 cpu chip pins is a
reset pin, and all you'd have to do is ground that pin momentarily to reset
everything.  Don't know if the op sys would go and clear memory as a result of
this though.

From ihnp4!ucbvax!MAILER-DAEMON Sat Mar 22 16:54:21 1986
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA27825; Sat, 22 Mar 86 16:54:15 mst
Received: by ihnp4.ATT.COM id AA10460; 20 Mar 86 15:58:59 CST (Thu)
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AB09668; Wed, 19 Mar 86 18:30:49 PST
Date: Wed, 19 Mar 86 18:30:49 PST
From: ihnp4!ucbvax!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
Message-Id: <8603200230.AB09668@ucbvax.berkeley.edu>
To: alberta!MAILER-DAEMON
Status: R

   ----- Transcript of session follows -----
>>> RCPT To:<mitre-bedford!jhs@su-score.arpa>
<<< 550 No such local mailbox as "mitre-bedford!jhs", recipient rejected
550 SU-SCORE.ARPA!mitre-bedford!jhs... User unknown

   ----- Unsent message follows -----
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AA08334; Wed, 19 Mar 86 16:43:25 PST
Received: by ihnp4.ATT.COM id AA17476; 18 Mar 86 23:52:12 CST (Tue)
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01785; Mon, 17 Mar 86 09:25:34 mst
Date: Fri, 14 Mar 86 10:40:10 -0500
From: ihnp4!alberta!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8603171625.AA01785@pembina.alberta.UUCP>
To: @SU-SCORE.ARPA:jhs@mitre-bedford

   ----- Transcript of session follows -----
Senduucp: no route to site usl-pa.
550 ubc-vision!garfield!dalcs!csta35%usl-pa.uucp... Host unknown
```

   ----- Unsent message follows -----
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01775; Mon, 17 Mar 86 09:25:34 mst
Received: by ihnp4.ATT.COM id AA25077; 15 Mar 86 23:02:11 CST (Sat)
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA18677; Fri, 14 Mar 86 07:49:37 PST
Received: from mitre-bedford.ARPA by SU-SCORE.ARPA with TCP; Fri 14 Mar 86
07:40:03-PST
Message-Id: <8603141540.AA29245@mitre-bedford.ARPA>
Organization: The MITRE Corp., Bedford, MA
To: long
Cc: dyoung@usc-isid.ARPA
Cc: info-atari8@su-score.ARPA
Subject: Re: Need info: Hardware mod for Sys-Reset
In-Reply-To: Your message of 13 Mar 1986 19:45:41 EST.
Date: Fri, 14 Mar 86 10:40:10 -0500
From: ihnp4!ucbvax!mitre-bedford.ARPA!jhs

FYI - If the 8K OMNIMON is anything like OMNIMONXL, and you are as serious
about your 800 as buying a 512K upgrade suggests, you certainly shouldn't
waste any time in ordering it. (Though not on the ARPANET, of course!)

David's phone number, if you want information on OMNIMON, is (214) 235-2146
and his address is:

          CDY Consulting
          421 Hanbee
          Richardson, TX 75080.

                              -John Sangster
                              jhs @ mitre-bedford.arpa

NOTE: I have no financial interest in CDY Consulting; I am just a satisfied
customer, having bought OMNIMONXL, the 80-column display upgrade OMNIVIEW,
and the 256KXL 256-K ram upgrade for my 800XL.

From ihnp4!ucbvax!MAILER-DAEMON Sat Mar 22 16:56:49 1986
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA27850; Sat, 22 Mar 86 16:56:43 mst
Received: by ihnp4.ATT.COM id AA10507; 20 Mar 86 15:59:56 CST (Thu)
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AB09668; Wed, 19 Mar 86 18:34:17 PST
Date: Wed, 19 Mar 86 18:34:17 PST
From: ihnp4!ucbvax!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
Message-Id: <8603200234.AB09668@ucbvax.berkeley.edu>
To: alberta!MAILER-DAEMON
Status: R

   ----- Transcript of session follows -----

>>> RCPT To:<ames-vmsb!nep.pgelhausen@su-score.arpa>
<<< 550 No such local mailbox as "ames-vmsb!nep.pgelhausen", recipient rejected
550 SU-SCORE.ARPA!ames-vmsb!nep.pgelhausen... User unknown

   ----- Unsent message follows -----
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AA08441; Wed, 19 Mar 86 16:52:11 PST
Received: by ihnp4.ATT.COM id AA17763; 18 Mar 86 23:58:00 CST (Tue)
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01931; Mon, 17 Mar 86 09:28:28 mst
Date: 14 Mar 86 16:00:00 PST
From: ihnp4!alberta!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8603171628.AA01931@pembina.alberta.UUCP>
To: @SU-SCORE.ARPA:nep.pgelhausen@ames-vmsb

   ----- Transcript of session follows -----
Senduucp: no route to site usl-pa.
550 ubc-vision!garfield!dalcs!csta35%usl-pa.uucp... Host unknown

   ----- Unsent message follows -----
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01919; Mon, 17 Mar 86 09:28:28 mst
Received: by ihnp4.ATT.COM id AA26499; 15 Mar 86 23:22:13 CST (Sat)
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA27499; Fri, 14 Mar 86 16:20:55 PST
Message-Id: <8603150020.AA27499@ucbvax.berkeley.edu>
Received: from ames-vmsb.ARPA by SU-SCORE.ARPA with TCP; Fri 14 Mar 86 16:13:27-
PST
Date: 14 Mar 86 16:00:00 PST
From: ihnp4!ucbvax!ames-vmsb.ARPA!nep.pgelhausen
Subject: --- Kermit problems ---
To: BERKELEY.EDU!info-atari8@su-score
Cc: BERKELEY.EDU!dyoung@usc-isid
Reply-To: ucbvax!ames-vmsb.ARPA!nep.pgelhausen

David,
  Congrats on getting kermit working. Did you get my previous message
about the problem tranfering files w/ names exactly 8-chars long? Maybe
you can find the time to correct it, as I can't. (On the other hand
it could be a problem w/ the Kermit we are running on the VAXen around
here....) The length of the extension apparently does not matter, but
if the filename is 8-chars long it just hangs.....

              -Richard Hartman
              max.hartman@ames-vmsb

From ihnp4!ucbvax!MAILER-DAEMON Sat Mar 22 16:57:03 1986
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA27859; Sat, 22 Mar 86 16:56:55 mst
Received: by ihnp4.ATT.COM id AA10598; 20 Mar 86 16:00:57 CST (Thu)

Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AB09668; Wed, 19 Mar 86 18:37:59 PST
Date: Wed, 19 Mar 86 18:37:59 PST
From: ihnp4!ucbvax!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
Message-Id: <8603200237.AB09668@ucbvax.berkeley.edu>
To: alberta!MAILER-DAEMON
Status: R

   ----- Transcript of session follows -----
>>> RCPT To:<USC-ISID!DYOUNG@su-score.arpa>
<<< 550 No such local mailbox as "USC-ISID!DYOUNG", recipient rejected
550 SU-SCORE.ARPA!USC-ISID!DYOUNG... User unknown

   ----- Unsent message follows -----
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AA08374; Wed, 19 Mar 86 16:46:48 PST
Received: by ihnp4.ATT.COM id AA17636; 18 Mar 86 23:55:38 CST (Tue)
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01914; Mon, 17 Mar 86 09:27:57 mst
Date: 14 Mar 1986 18:19:36 EST
From: ihnp4!alberta!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8603171627.AA01914@pembina.alberta.UUCP>
To: @SU-SCORE.ARPA:DYOUNG@USC-ISID

   ----- Transcript of session follows -----
Senduucp: no route to site usl-pa.
550 ubc-vision!garfield!dalcs!csta35%usl-pa.uucp... Host unknown

   ----- Unsent message follows -----
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01911; Mon, 17 Mar 86 09:27:57 mst
Received: by ihnp4.ATT.COM id AA26450; 15 Mar 86 23:21:27 CST (Sat)
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA26580; Fri, 14 Mar 86 15:29:16 PST
Message-Id: <8603142329.AA26580@ucbvax.berkeley.edu>
Received: from USC-ISID.ARPA by SU-SCORE.ARPA with TCP; Fri 14 Mar 86 15:22:47-PST
Date: 14 Mar 1986 18:19:36 EST
Subject: Kermit works with ATR8000
From: C. David Young <ihnp4!ucbvax!USC-ISID.ARPA!DYOUNG>
To: info-atari8@SU-SCORE.ARPA
Cc: DYOUNG@USC-ISID.ARPA

I would like to report that I have successfully got the Jack Palevich's
Kermit written in ACTION! running with my ATR8000 and MYDOS. What a nice
program! I am so pleased with it that I am determined to eventually add
a VT100 emulator to it when I get the time. Of course I will share it with
the net also.

I have fixed 1 bug that anybody who is using anything other than ATARI or OSS
DOS should be aware of. It has to do with the way the end of directory is
detected when it is being read through CIO. Normally the last record is

something like "xxx FREE SECTORS". However, the exact format varies with different DOS's and you can't depend on it always being 17 bytes long (including $9B at end). Jack however uses this fact to detect the end of directory. He also assumes that the filespecs are that long. This is just not the case all the time. The only reliable way I have found to read the directory of all DOS's is to not assume anything about the length of the filespec (use the $9B to detect the end of one) and detect the last record by the fact that it does not start with a '*' or ' '. Thus, the fix to make the SEND option work is as follows:

In KIO.ACT change the line
```
     IF DSPEC(0) <> 17 THEN RETURN(0) FI
```
to
```
     IF DSPEC(1) > 43 THEN RETURN(0) FI
```

If somebody with another DOS could try this out to make sure it works I would appreciate it if you would let me know. If it appears to work correctly for all DOS's then maybe we should consider putting it in the archives in place of the current KIO.ACT. Which brings up another point. How does one add things to the archives? When I soup up this Kermit with the VT100 emulator I am definately going to want to put it there.

David Young

From 2492131084199707258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,981f4c876dc5b9af,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-24 08:54:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!uw-beaver.arpa!MAILER-DAEMON
From: MAILER-DAEMON@UW-BEAVER.ARPA
Newsgroups: net.micro.atari8
Subject: Returned mail: User unknown
Message-ID: <8603200233.AB09668@ucbvax.berkeley.edu>
Date: Mon, 24-Mar-86 11:54:56 EST
Article-I.D.: ucbvax.8603200233.AB09668
Posted: Mon Mar 24 11:54:56 1986
Date-Received: Thu, 27-Mar-86 01:25:02 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 51

Date: Wed, 19 Mar 86 18:33:16 PST
Status: R

   ----- Transcript of session follows -----
>>> RCPT To:<USC-ISID!DYOUNG@su-score.arpa>
<<< 550 No such local mailbox as "USC-ISID!DYOUNG", recipient rejected
550 SU-SCORE.ARPA!USC-ISID!DYOUNG... User unknown

   ----- Unsent message follows -----
Received: by ucbvax.berkeley.edu (5.45/1.11)
     id AA08362; Wed, 19 Mar 86 16:45:40 PST
Received: by ihnp4.ATT.COM id AA17617; 18 Mar 86 23:55:14 CST (Tue)
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01866; Mon, 17 Mar 86 09:27:08 mst
Date: 14 Mar 1986 17:48:25 EST
From: ihnp4!alberta!MAILER-DAEMON (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <8603171627.AA01866@pembina.alberta.UUCP>
To: @SU-SCORE.ARPA:DYOUNG@USC-ISID

   ----- Transcript of session follows -----
Senduucp: no route to site usl-pa.
550 ubc-vision!garfield!dalcs!csta35%usl-pa.uucp... Host unknown

   ----- Unsent message follows -----
Received: by pembina.alberta.UUCP (4.12/1.0)
     id AA01861; Mon, 17 Mar 86 09:27:08 mst
Received: by ihnp4.ATT.COM id AA26278; 15 Mar 86 23:19:30 CST (Sat)
Received: by ucbvax.berkeley.edu (5.45/1.10)
     id AA25985; Fri, 14 Mar 86 14:58:50 PST
Message-Id: <8603142258.AA25985@ucbvax.berkeley.edu>
Received: from USC-ISID.ARPA by SU-SCORE.ARPA with TCP; Fri 14 Mar 86 14:48:21-PST
Date: 14 Mar 1986 17:48:25 EST
Subject: Re: Need info: Hardware mod for Sys-Reset
From: C. David Young <ihnp4!ucbvax!USC-ISID.ARPA!DYOUNG>
To: "Edmund S. Kijak" (POINT) <ARPA!ekijak@ARDC>
Cc: info-atari8@SU-SCORE.ARPA, DYOUNG@USC-ISID.ARPA
In-Reply-To: (Message from ""Edmund S. Kijak" (POINT) <ekijak@ARDC.ARPA>" of Fri,
14 Mar 86 9:26:45 EST)

The 400/800 OS will always do a coldstart if you reset the CPU. This is
done by adding a 47 ohm resistor in series with a momentary switch between
the two pads near R156 on the 800 or R183 on the 400. To do the coldstart
you close the coldstart switch and then press RESET. This will cause the
CPU to do what it normally does on powerup, including clearing all of system
RAM. However, the CPU does not clear the extra RAM which may be present
(i.e., anything beyond the 64K that it knows about. This is a great advantage
if you have a ramdisk since this allows you to reboot the system without
losing its contents. Also it is better for your computer than cycling power.

David Young

From 4300399423571131399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,a05b0908bedbcbf7,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,a05b0908bedbcbf7,start
X-Google-Attributes: gid140593,public

X-Google-ArrivalTime: 1986-03-24 19:29:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site amdahl.UUCP
Path: utzoo!watmath!clyde!cbosgd!hplabs!amdahl!gam
From: gam@amdahl.UUCP (G A Moffett)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: atari articles getting trashed
Message-ID: <2964@amdahl.UUCP>
Date: Mon, 24-Mar-86 22:29:08 EST
Article-I.D.: amdahl.2964
Posted: Mon Mar 24 22:29:08 1986
Date-Received: Wed, 26-Mar-86 03:03:02 EST
References: <2000006@orstcs.UUCP>
Reply-To: gam@amdahl.UUCP (G A Moffett)
Organization: Amdahl Corp, UTS Products Group
Lines: 8
Xref: watmath net.micro.atari8:95 net.micro.atari16:275

Articles cross-posted to net.micro.atari8 and net.micro.atari16 have
been getting sent to 'junk' (yes, a real newsgroup). I don't know why
this is, or if anyone cares.
--
Gordon A. Moffett   ...!{ihnp4,seismo,hplabs}!amdahl!gam

Her name was McGill, and she called herself Lil, but everyone
knew her as Nancy...

From -4292292957454826318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,767a452d99a0b86a,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-25 09:18:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 GARFIELD 20/11/84; site garfield.UUCP
Path: utzoo!utcsri!ubc-vision!garfield!hong
From: hong@garfield.UUCP
Newsgroups: net.micro.atari8
Subject: ATARI QUESTIONS
Message-ID: <75@garfield.UUCP>
Date: Tue, 25-Mar-86 12:18:54 EST
Article-I.D.: garfield.75
Posted: Tue Mar 25 12:18:54 1986
Date-Received: Wed, 26-Mar-86 10:09:07 EST
References: ATARI MODEM TERMINAL PROGRAM
Sender: paulc@garfield.UUCP
Reply-To: hong@garfield.UUCP (Hong Cheng)
Organization: Memorial U. of Nfld. C.S. Dept., St. John's
Lines: 13

Hi, I finally decided to buy the PR: CONNECTION for my modem interface.
But, which terminal program is the best to connect with Unix?
I heard that Chamelon CRT terminal (APX or ANTIC) is good to emulate

sereval terminals including KERMIT AND XMODEM PROTOCOLS, is it good
as it said?
Also, I just hooked up a cable to my green monitor (formerly for my appl
e, simple compsite input without sound). Now, I got the Atari working
without a sound. It's good to play without games, but is it possible
to make a device output the sound? I tried a 16k ohms with 0.4W speaker
and found out Atari cannot boot up the speaker.
Any suggestions?
Thanks.
William

From 7021383965403960609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3d2d9e32ab57d60,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-25 17:26:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-gateway.arpa!abrams
From: abrams@MITRE-GATEWAY.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari8
Subject: Atari Fest in Maryland suburbs of Washington, DC
Message-ID: <8603260138.AA02286@ucbvax.berkeley.edu>
Date: Tue, 25-Mar-86 20:26:06 EST
Article-I.D.: ucbvax.8603260138.AA02286
Posted: Tue Mar 25 20:26:06 1986
Date-Received: Thu, 27-Mar-86 01:24:00 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

The will be an Atari Fest sponsored by the Atari Users Regional
Association on Saturday, May 31st. The hours are 10am to 3 pm. It will
be held in the social hall of Holy Cross Elementary School, 4900
Strathmore Avenue, Kensington, MD. Admission is $2 for adults and $1 for
children.

Tables are available to exhibitors for $50. Further information is
available from John Barnes at 301/652-0667 in the evenings. I will be
happy to relay messages.

From 2635024109835908294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,76d7454501b313f2,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-25 20:02:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!jhunix.BITNET!ins_abao
From: ins_abao@JHUNIX.BITNET (Bradley Alan Orner)
Newsgroups: net.micro.atari8

Subject: VT-100 Emulation
Message-ID: <8603260428.AA05124@ucbvax.berkeley.edu>
Date: Tue, 25-Mar-86 23:02:59 EST
Article-I.D.: ucbvax.8603260428.AA05124
Posted: Tue Mar 25 23:02:59 1986
Date-Received: Thu, 27-Mar-86 01:26:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

Not long ago, there was some discussion here about vt-100 emulation.
Somebody sugested downloading VT10XL from compu-serve. Being interested
myself, I did so. I have an 800XL with a 1030 modem and 1050 disk drive.
I have tried loading it with and without basic switched in, but
whatever I do it just hangs with a black screen. If I reset and try
again, I get the VT100 emulator title screen, and it then hangs. Does anybody k
I have also tried it with and without first loading a modem handler.
Are there any other VT-100 emulators in the PD?

Thanks,

Bradley Orner
Johns Hopkins University
ins_abao@jhunix.bitnet
UUCP: seismo!umcp-cs!jhunix!ins_abao

From -8868666174911650361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e5695423743de284,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-25 21:15:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!UA.BITNET!SWHITE
From: SWHITE@UA.BITNET
Newsgroups: net.micro.atari8
Subject: vt100 term troubles
Message-ID: <8603260454.AA05464@ucbvax.berkeley.edu>
Date: Wed, 26-Mar-86 00:15:47 EST
Article-I.D.: ucbvax.8603260454.AA05464
Posted: Wed Mar 26 00:15:47 1986
Date-Received: Thu, 27-Mar-86 01:26:54 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

In order to get the vt10 squared program to run try booting it with
the fix program resident. I too have been frustrated with that same
problem after I downloaded it from a local bbs.

I do not know of any other vt 100 terms in PD but chameleon (available
from antic $19.95) emulates several popular terms. It is well worth the

price.

craig
SWHITE@UA.BITNET

From -696795758559161038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,1aec8a427207eb2b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-25 23:31:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari8
Subject: 80 Col Cards for the 800
Message-ID: <1450@cwruecmp.UUCP>
Date: Wed, 26-Mar-86 02:31:28 EST
Article-I.D.: cwruecmp.1450
Posted: Wed Mar 26 02:31:28 1986
Date-Received: Thu, 27-Mar-86 07:26:05 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 19

I am posting this query for a friend who does not have access to this
net. Please reply to the address below.

     Is there an 80 column card from the 800 from Atari? He
mentioned that it was supposed to be forthcoming from them. Any dates?

     Are there any other 80 col. cards out there that you can
recommend?

     As they say, thanks in advance.

--
                    Jwahar R. Bammi
                  Usenet: .....!decvax!cwruecmp!bammi
                   CSnet: bammi@case
                  Arpa: bammi%case@csnet-relay
               CompuServe: 71515,155

From 2881756315724967815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,325f0f677cfc078c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-26 04:37:14 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Kermit notes
Message-ID: <8603261239.AA10975@ucbvax.berkeley.edu>
Date: Wed, 26-Mar-86 07:37:14 EST
Article-I.D.: ucbvax.8603261239.AA10975
Posted: Wed Mar 26 07:37:14 1986
Date-Received: Fri, 28-Mar-86 05:40:05 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 31

For anyone interested in the ACTION! Kermit that resides in the archives:

1) Although it does not appear to support 8th bit quoting, I have been
able to transfer binary files by adjusting the TAC with the following:

```
     @i 6        (change the intercept char from "@" to ctrl-f)
     @b o s      (put the TAC in binary output mode)
     @b i s      (put the TAC in binary input mode)
```

In addition, the Kermit on our TOPS-20 had to be told to store the
incoming file as 8 bit bytes instead of 7:

```
     KERMIT-20>SET FILE 8
```

One other thing you might want to do is set the packet size to 60 so
as not to overrun the TAC which ignores flow control when it is in
binary mode. I do not do this however, and have had no trouble.

2) You can save the compiled Kermit program to disk and run it as a
binary load file from DOS but there is a trick. The DUP.SYS usually
wipes out the rs232 handler so you need to append the Kermit object
file to the AUTORUN.SYS (C, KERMIT,AUTORUN.SYS/A). Of course you may
want to make another copy of your AUTORUN.SYS before doing this so
that you have a virgin RS232 handler. Also, you may want to rename
it to "KERMIT" if you don't want to boot up into Kermit everytime.

3) The next step is to try the home-brew ACTION! runtime package that
recently appeared on the net! I hope to do that soon.

David Young

From 4280140123650565528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,efb805aa84296822
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-26 08:22:59 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-bedford.arpa!jhs
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: 256K Upgrades and Ramdisks
Message-ID: <8603261612.AA08489@mitre-bedford.ARPA>
Date: Wed, 26-Mar-86 11:22:59 EST
Article-I.D.: mitre-be.8603261612.AA08489
Posted: Wed Mar 26 11:22:59 1986
Date-Received: Fri, 28-Mar-86 05:41:38 EST
References: <553@sdcc12.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 12

I have been running two ramdisks in my 800XL with CDY's 256KL upgrade.
Actually, one of them has been a 130XE compatible 500+ sector one and the
other a standard SD 720-sector one. I have noticed no problems, but I can't
swear that I have really filled them both up at the same time.

With 256K, it is possible to implement two 720-sector ramdisks, as this takes
only 186320 bytes for the storage, and you have 196608 bytes to work with.
But obviously there isn't room for error! I.e. all 16K segments will be used!

-John Sangster
jhs@mitre-bedford.arpa
<..anypath!ihnp4>!linus!mbunix!jhs

From -1070021108566768002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2b9f28d4a79818be
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-16 21:16:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!topaz!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari8
Subject: Re: 130XE Terminal Emulator (needed)
Message-ID: <157@lll-lcc.UUcp>
Date: Mon, 17-Feb-86 00:16:11 EST
Article-I.D.: lll-lcc.157
Posted: Mon Feb 17 00:16:11 1986
Date-Received: Tue, 18-Feb-86 04:25:58 EST
References: <169@usl-pc.UUCP>
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 63
Summary: Terminal emulator, UNIX capable

In article <169@usl-pc.UUCP>, djg@usl-pc.UUCP (Darell James Godeaux) writes:
>

> I was wondering if anyone has .. a terminal program or an emulator
> for the Atari 130XE that will allow me to use 'vi' or any other screen
> oriented functions. (Possibly one that works with Omniview XE)
>
ACSTERM does all this. It is available to anyone whose mail address
I can use and who has the "Action" language cartridge from OSS.
(I think this compiler/editor is a must for programming these machines.)

Since I posted its availability on the predecessor to this board,
people who asked for it somtimes mention its adaptibility to the
OMNIVIEW 80 column mod. I see this advertised in ANALOG, ANTIC for $70,
and this is very interesting as the lack of 80 columns is my main gripe
with the 8-bit Atari for home use. I can see little difficulty in
adapting ACSTERM to use this. But I would need info on how one writes
to the screen, both thru the usual CIO calls and directly to screen
memory. CDY has been on this board recently. Can he help?

Here is the ACSTERM blurb:

ACSTERM is a terminal emulator for the Atari 800, 800xl, 1200xl, 130xe.
It provides cursor motion, insert, delete, etc. The 'termcap' file tells
UNIX systems how to manipulate your screen. With 'more' and screen editors
like 'vi', this does near the best that can be done with a 40 column screen.
     The tilde and curly brace characters are provided using a redefined
character set; ^M etc. have their usual ascii meanings.
     ACSTERM was written by Clint Parker, author of the Action system.
All sources are in the Action language.
    As downloaded from the bbs he maintained, you must use the Action cartridge.
Here there is also a modification that compiles with the run-time library
to make an executable file that needs no cartridge.

     NB! R-Verter owners: The RHAND1C modem handler converts tilde and
brace characters. Since they provide the source, I deleted those parts.
I also cured occasional glitches it had running full tilt at 9600 baud,
and improved its handling of S/Reset. As that software is copyright, I
can't upload my version. However I am willing to upload a 'diff' file
that shows the changes I made.

     These are the files:
TERM.DOC read this
TERMCAP.ACS   get this into your UNIX
TERM.AC0 Compile this file.
TERM1.AC0 these files will
TERM2.ACT be INCLUDEd
TERM.AC2 My modifications
TERM1.ACT of TERM, TERM1.
BLKIO.ACT CIO caller and fast I/O.

I wrote an XMODEM module but never got it integrated into ACSTERM.

    This is an archive made with the UNIX utility 'ar'. Its first line is:
        !<arch>
For some reason the ! causes 'more' to think it's not an ascii file; but

'cat file | more' works, as does vi.
    If you don't have 'ar', split it with a text editor.

     Bruce Langdon L-472   langdon%lll-lcc@lll-crg.ARPA
     Physics Department   "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

From -8071913928002417249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2b9f28d4a79818be
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-20 14:31:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!linus!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: 130XE Terminal Emulator (needed)
Message-ID: <459@tekigm2.UUCP>
Date: Thu, 20-Feb-86 17:31:59 EST
Article-I.D.: tekigm2.459
Posted: Thu Feb 20 17:31:59 1986
Date-Received: Mon, 24-Feb-86 05:30:45 EST
References: <169@usl-pc.UUCP> <157@lll-lcc.UUcp>
Organization: Tektronix, Beaverton OR
Lines: 15

> In article <169@usl-pc.UUCP>, djg@usl-pc.UUCP (Darell James Godeaux) writes:
> >
> > I was wondering if anyone has .. a terminal program or an emulator
> > for the Atari 130XE that will allow me to use 'vi' or any other screen
> > oriented functions. (Possibly one that works with Omniview XE)
> >
Try also: Chameleon by Antic magazine (publisher/seller). It has a termcap
in the instructions which works with version 4.2 BSD of "UNIX". I have been
using this for sometime without any problems. The 40 character screen width
is handled by horizontal scrolling which is better than nothing but could
be improved upon. Omniview does not work with Chameleon, as far as I know.
It will work with any Atari 300 baud modem or any Hayes compatible 300/1200/
2400 baud modem (with 850 interface).

--Bill--

From 1701528966265145712
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,7c237651850e4232,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-24 02:39:29 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: boomsma@VU44.UUCP (Raoul Boomsma)
Newsgroups: net.micro.atari8
Subject: Re: Ram disks and OSS Pascal
Message-ID: <8602241031.a017371@ark.vu44.UUCP>
Date: Mon, 24-Feb-86 05:39:29 EST
Article-I.D.: ark.8602241031.a017371
Posted: Mon Feb 24 05:39:29 1986
Date-Received: Fri, 28-Feb-86 01:21:53 EST
References: <8602201912.AA12885@ee.Purdue.EDU>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: VU Informatica, Amsterdam
Lines: 19

I don't have answers, but some questions:

I'm using the DRI C-Compiler with RAM disk, and the object file
generation goes pretty quick (about 20 seconds for small files),
but the linking is very time-expensive since more than 100K must
be loaded from floppy (libraries).
Question is if OSS Pascal can run all at a time on the RAM disk,
when compiling small programs (I have a 520ST without TOS in
ROM).
I also want to know if OSS Pascal generates object files that can
be used with the C-compiler, or makes only executable code (like
TDI Modula).

--

     Raoul Boomsma
     Vrije Universiteit
     Amsterdam
     ...!mcvax!boomsma@ark.UUCP

From 1529155222668487742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6b29281a01d4ba22,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-24 10:37:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!pyramid!decwrl!ucbvax!info-atari8
From: fxl@AIDS-UNIX (Franz Lanzinger)
Newsgroups: net.micro.atari8
Subject: Re: Serious ST Questions
Message-ID: <8602241936.AA21595@ucbvax.berkeley.edu>
Date: Mon, 24-Feb-86 13:37:39 EST
Article-I.D.: ucbvax.8602241936.AA21595
Posted: Mon Feb 24 13:37:39 1986
Date-Received: Wed, 26-Feb-86 07:33:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 12

Regarding the access to the 520 ST RAM bitmap:

The 32K bitmap sits on the bus, and can be anywhere in physical memory, as long as it aligned with a 256 byte boundary. There are BIOS (or is that XBIOS) routines to set and get the addresses of both the physical and the logical screen. This makes it possible to do double buffering using their (or your own) graphics routines. You could even do this in BASIC using peek and poke, though this approach is probably not fast enough to bother with.

Franz Lanzinger (fxl@aids-unix)
phone: (415) 941-3912

From 8277743991561445701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1de5a164f69e7e1
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,3e6169207777cac8,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-25 07:35:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari,net.micro.atari8
Subject: Re: --- Density ---
Message-ID: <696@mtuxn.UUCP>
Date: Tue, 25-Feb-86 10:35:55 EST
Article-I.D.: mtuxn.696
Posted: Tue Feb 25 10:35:55 1986
Date-Received: Fri, 28-Feb-86 04:43:37 EST
References: <8602190116.AA00406@ucbvax.berkeley.edu>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Organization: AT&T Information Systems, Holmdel NJ
Lines: 53
Keywords: density, percom
Xref: watmath net.micro.atari:2904 net.micro.atari8:8

[]
In response to numerous requests, I am posting some info on drive density switching:

To change density, you must call SIO, after setting up the IOCB as follows:

Device=$31 (D)
Unit= Drive #
Command= $4E (N) to READ CONFIG

```
       = $4F (O) to WRITE CONFIG

Byte Count = 12
Aux Bytes= (not normally used, but some DOS's use as part of formatting)

Also a "P" command is supported by some drives (like INDUS) to reconfigure
on demand prior to formatting.

The bytes transferred are:

byte 0: Tracks per side (40 std)
     1: Drive step rate (west. dig. std....0 fast 3 slow)
     2: zero (hi-byte of sectors/trk)
     3: sectors per track (18 for std...26 for 1050 mode)
     4: number of sides (0=single 1=double)
     5:  disk type:
         bit 2: (0=single den, 1=double den)
         bit 1: (0=5-1/4"      1=8 ")
     6: hi-byte bytes/sector  (0 for 810 compat)
     7: lo-byte bytes/sector  (128 for 810   256 for double den std)
     8: translation byte:
         bit 7: (1=40 trk on 80 trk drive)
         bit 6: always 1 ...indicates drive present
         bit 1: 1= make boot sectors (1-3) full size
         bit 0: 1=sectors numbered 0-17 not 1-18
  9-11: undefined

These bytes are transferred TO the progran on a read config, modifications
may be made, and a WRITE CONFIG will change the desired options.

The comment about it not working on an 810 is specious....Obviously
these commands will only work on configurable drives...like PERCOM, INDUS,
ATR8000 controller, etc.

On more note; thos using MYDOS are prompted for these options when using
menu selection P from DOS...It internally generates the CONFIG command
and executes it. I have placed a BASIC program to configure drives on
some ATARI bulletin boards, but I'd have to look for a copy now...
It's been several years since I wrote it!

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!houxm!mtuxo!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130


From 4040412814645783838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6b29281a01d4ba22
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-25 08:31:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 (USS@Tek, v1.0) based on 4.3bsd-beta 6/6/85;
```

site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!hplabs!
tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari8
Subject: Re: Serious ST Questions
Message-ID: <469@tekigm2.UUCP>
Date: Tue, 25-Feb-86 11:31:49 EST
Article-I.D.: tekigm2.469
Posted: Tue Feb 25 11:31:49 1986
Date-Received: Fri, 28-Feb-86 21:28:37 EST
References: <8602241936.AA21595@ucbvax.berkeley.edu>
Organization: Tektronix, Inc., Beaverton, OR
Lines: 23

In article <8602241936.AA21595@ucbvax.berkeley.edu>, fxl@AIDS-UNIX (Franz
Lanzinger) writes:
> Regarding the access to the 520 ST RAM bitmap:
>
>   The 32K bitmap sits on the bus, and can be anywhere in physical
> memory, as long as it aligned with a 256 byte boundary. There are
> BIOS (or is that XBIOS) routines to set and get the addresses of both
> the physical and the logical screen. This makes it possible to do
> double buffering using their (or your own) graphics routines. You
> could even do this in BASIC using peek and poke, though this approach
> is probably not fast enough to bother with.
>
>   Franz Lanzinger (fxl@aids-unix)
>   phone: (415) 941-3912
NO! NO! NO!   This is net.atari8 for the 800/400/1200XL/800XL/600XL/130XE
8 bit computer line of Atari. We do not know or care about the 16 bit line
of computers (520ST, 1045ST, etc.). Please post ST questions to
net.micro.atari16!!!!!

It took a long time to split the groups, now use them properly!

Grhhhhh!!!!!

--Bill--

From -9071043328114639705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,ea7f5a636e524228,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-25 09:19:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ttidcb.UUCP
Path: utzoo!linus!philabs!ttidca!ttidcb!jackson
From: jackson@ttidcb.UUCP (Dick Jackson)
Newsgroups: net.micro.atari8
Subject: Advice Wanted - Need to Get my 800XL Up Fast!
Message-ID: <689@ttidcb.UUCP>

Date: Tue, 25-Feb-86 12:19:29 EST
Article-I.D.: ttidcb.689
Posted: Tue Feb 25 12:19:29 1986
Date-Received: Wed, 26-Feb-86 20:55:22 EST
Organization: TTI, Santa Monica, CA.
Lines: 10

*
*
*
Help! I am already to do my income taxes on my 800XL when it develops
this problem of not reading certain keys on the keyboard. What is my
best strategy for a quick fix? Buy another or repair? I live in the
LA area. Can anyone recommend either a source for a quick replacement or
a repair shop than can do the job speedily and conveniently for me?

Thanks in advance, Dick Jackson

From 9126469633779005492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d793fcdbc70d0a4,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,d793fcdbc70d0a4,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-25 16:43:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site voder.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Electronic Arts succumbs to the inevitable!
Message-ID: <1032@voder.UUCP>
Date: Tue, 25-Feb-86 19:43:53 EST
Article-I.D.: voder.1032
Posted: Tue Feb 25 19:43:53 1986
Date-Received: Fri, 28-Feb-86 21:27:29 EST
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Organization: National Semiconductor, Santa Clara
Lines: 46
Xref: watmath net.micro.atari8:12 net.micro.atari16:26

   Recently someone posted a letter they had recieved from Electronic
Arts - a computer game company - in which EA stated they had no intentions
of developing new (or old) games for the Atari ST or the Atari 8-Bit line.
The reasons given were that basicaly the ST was crap and that no one owned
an 8-Bitter.
   A number of people complained about this to both EA and to Antic and
ANALOG magazines, and both of these mags suggested a letter campaign to inform
EA of it's error. Well in the April `86 issue of Antic you will find this
letter:

The response of your readers to Antic editorials is growing. We have recieved quite a few letters, and because of the interest shown by Atari users, we are planning the following hit products for the Atari 800 in 1986:

Adventure Construction Set
Heart of Africa
Mail Order Monsters
Marble Madness
Racing Destruction Set
Skyfox
Software Golden Oldies (Software Country)
Ultima IV (Origin Systems)

We hope to see at retail the kind of response we have seen in our mailbox!

Trip Hawkins
President
Electronic Arts

So now that we've gotten EA to admit it's error let's make sure that they realize that their change of mind is justified. Also, if every EA purchase was accompanied by a letter of appreciation and a brief ps on how nice this game would look on an ST we may be able to get the ball rolling in that area as well. In the meantime, don't you ST owners give up! If EA can admit it's mistake for the 8-Bit line it's only a matter of time as far as the ST is concerned.

Kevin Thompson {ucbvax,ihnp4!nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them myself but I'm told they can be very effective."

From -6520123599598016455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,be3fa6c30a4f44e7,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-25 17:41:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari8
Subject: --- Routine Request ---
Message-ID: <8602260250.AA09331@ucbvax.berkeley.edu>
Date: Tue, 25-Feb-86 20:41:00 EST
Article-I.D.: ucbvax.8602260250.AA09331
Posted: Tue Feb 25 20:41:00 1986
Date-Received: Fri, 28-Feb-86 06:39:41 EST

Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 17

I am looking fora routine that will translate Action! format arguments
onto the stack (ala Basic USR call) so that all the nifty routines
written to use with basic could be directly ported to Action! with
just the addition of the USR interface?

```
PROC Grebnitz=*()
[ numbers numbers numbers ]

...

USR(Grebnitz, arg1, arg2, arg3);
```

-Richard Hartman
max.hartman2ames-vmsb

From 5589212704024242822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2c38d71f1517a60e,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-26 09:06:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari8
From: CAD.LARSON@MCC.ARPA
Newsgroups: net.micro.atari8
Subject: plato cartridge
Message-ID: <8602261713.AA20301@ucbvax.berkeley.edu>
Date: Wed, 26-Feb-86 12:06:01 EST
Article-I.D.: ucbvax.8602261713.AA20301
Posted: Wed Feb 26 12:06:01 1986
Date-Received: Fri, 28-Feb-86 21:50:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

Some time ago, I heard about a cartridge for the atari that allowed access
to the Plato network. I haven't found any references to it in any of the
magazines. Does any one know if you can still get one ?

Jeff
larson@mcc.arpa

From 2818897996865283368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1de5a164f69e7e1
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,3e6169207777cac8
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-26 12:18:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site laidbak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!laidbak!njd
From: njd@laidbak.UUCP (Nicholas J. DiMasi Jr.)
Newsgroups: net.micro.atari,net.micro.atari8
Subject: Re: --- Density ---
Message-ID: <727@laidbak.UUCP>
Date: Wed, 26-Feb-86 15:18:17 EST
Article-I.D.: laidbak.727
Posted: Wed Feb 26 15:18:17 1986
Date-Received: Sat, 1-Mar-86 03:33:15 EST
References: <8602190116.AA00406@ucbvax.berkeley.edu> <696@mtuxn.UUCP>
Reply-To: njd@laidbak.UUCP (Nicholas J. DiMasi Jr.)
Organization: LAI Chicago
Lines: 10
Keywords: density, percom
Xref: watmath net.micro.atari:2921 net.micro.atari8:20
Summary:

I would like to add that MYDOS is not the only DOS that provides
a command to configure (incl. switch density) such disk drives.
DOS XL (from OSS) provides a CONFIG command that lets you specify
single or double density and single or double sided for each
drive. (My Percom drives will change density, but are only
single sided, so I can't vouch for the usefulness of the
single/double-sided switching.)

                        Nick DiMasi
                        Lachman Associates, Inc.

From -5461426904853115190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,6fae3e7677306493,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-26 14:01:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: I6191008@DBSTU1.BITNET
Newsgroups: net.micro.atari8
Subject: re CPM/68K vs TOS
Message-ID: <8602262201.AA01878@ucbvax.berkeley.edu>
Date: Wed, 26-Feb-86 17:01:56 EST
Article-I.D.: ucbvax.8602262201.AA01878
Posted: Wed Feb 26 17:01:56 1986

Date-Received: Fri, 28-Feb-86 21:57:47 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 61

Terry-

Hmmm, looks like that we've got a problem here...

When the ST was presented to the public all testers told that it is using an enhanced CPM/68k. They also told that the disks use the IBM PC format. Actually it's the same, except 2 small differences. If you add a 5" floppy to the ST you can transfer ONE file at a time (with more you get problems with the file allocation table) from the PC to the ST and vice versa. In the 'Hitchhikers Guide to the BIOS' and in the documentation they compare their system quite much with MS-DOS (sometimes to often). Actually it is very similar to MS-DOS (not only Unix; like I told before). The subdirectories are handeled like in MS-DOS. I never worked with CPM/68k but there was a time when I wanted to build such a system (was too expensive), so I know at least some facts about it. Unfortunately I don't have access to my documentations right now... but I'll dig it out when there is need for it.
(Then I can post a comparison of the system calls.)
In general you push your desired function on the stack and call the system. And this functions are different in both OS's as I know.
Next: You've got several system components: GEMDOS,BIOS,XBIOS,GEM and a grafics kernel. GEMDOS is not GEM, it's more like BDOS in CP/M.
The XBIOS is an extension of the BIOS. The kernel supports the GEM (You can use it without GEM if you like). Even without GEM the TOS doesn't look like CPM/68k. Try to run an CPM program (of course from the TOS) und you'll see what happens...several bombs...reset....:-)

The problem is that ATARI had the intention to use CPM (and told so) but changed their mind later on. But several M-magazines are still writing something about CPM68k on the ST. If they would have tried to run an CPM program the would have known better.

Finally, I'm not the ultimate source for such informations, I know some facts but not all...feel free to revise the above.

Johann Zuschlag (I6191008@DBSTU1.BITNET)

From -6940456161926434097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,60bdeb539fff3288,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-27 03:37:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (Malloy)
Newsgroups: net.micro.atari8
Subject: Posting to this group
Message-ID: <1156@ihlpa.UUCP>
Date: Thu, 27-Feb-86 06:37:15 EST
Article-I.D.: ihlpa.1156
Posted: Thu Feb 27 06:37:15 1986
Date-Received: Fri, 28-Feb-86 22:25:30 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 24

> In the meantime, don't you ST owners give up! If EA can admit it's
> mistake for the 8-Bit line it's only a matter of time as far as the ST is
> concerned.

Once again. Can't you read? This is the news group for the 8-bit Atari computers. You remember Atari 400/800/1200XL/600XL/800XL. The news group that references the "Jack-in-the-Box" computer is called ...atari16. So do us all a favor and keep your ST information there, not here. People that want the ST information read atari16. If you can't learn how to type don't even try. So remember, atari8 for the 8-bit and atari16 for the ST. Do not even mention the ST, we don't care. IF we did we would read both of the news groups.

Say it over and over and over... UNTIL YOU GET IT RIGHT.

From inside the Tesseract of
Clancy Malloy

(ihnp4!ihlpa!freak)

```
-------------------------------------------------------------------------
| Everyone looked up and realized that we were only tenants of this world; |
|    We have been given a new lease, and a warning, from the landlord.     |
-------------------------------------------------------------------------
```

From 383505619108608395
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d793fcdbc70d0a4
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-27 05:36:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari8
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: Electronic Arts succumbs to the inevitable!
Message-ID: <8602271344.AA06777@ucbvax.berkeley.edu>
Date: Thu, 27-Feb-86 08:36:16 EST
Article-I.D.: ucbvax.8602271344.AA06777
Posted: Thu Feb 27 08:36:16 1986
Date-Received: Sat, 1-Mar-86 16:47:06 EST
References: <1032@voder.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

I personally don't gove a flipive a flip whether Electronic Arts ever publishes another program for the ATARI. unless they change their attitudeprotection scheme techniques. With idiotic messages like "Remove ROM from C000 page" and "Remove custom OS" they are presumabley trying to protect against OMNIMON and other custom operating systems that hackers might use to break their programs. However, they are also indiscriminantly "protecting" agiainst OMNIVIEW and other custom operating systems which people could never use tobra breadk a protection scheme. This I consider unethical since they don't warn you on the outside of the package that the program will not work if you have enhanced your machine nor offer your money back if you are dissatisfied with the product. because it is incompatible with their amchinemachineyour machine.

I have personally written letters explaining how they could protect against OMNIMON very effectively without being incompatible with any OS, including any future OS that ATARI might come out with (you wiilll remember aththat EA got caught looked pretty rediculous when ATARI came out with the
800XL and most of their games would not run on it because of the "Remove ROM from C000 page" travesty).fiasco). At some point in the future when all of the problems with software piracy have been solved we are goninging to look back and laugh at some of the more rediculous attempts.

ADAvied YOunavid Yuoung

From -3905866633914330823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,d793fcdbc70d0a4
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,d793fcdbc70d0a4
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-27 07:17:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari8,net.micro.atari16
Subject: Re: Electronic Arts succumbs to the inevitable!
Message-ID: <737@ihlpm.UUCP>
Date: Thu, 27-Feb-86 10:17:56 EST
Article-I.D.: ihlpm.737
Posted: Thu Feb 27 10:17:56 1986
Date-Received: Fri, 28-Feb-86 22:31:05 EST
References: <1032@voder.UUCP>
Organization: AT&T Bell Laboratories
Lines: 29
Xref: watmath net.micro.atari8:17 net.micro.atari16:33

>
>   Recently someone posted a letter they had recieved from Electronic
> Arts - a computer game company - in which EA stated they had no intentions
> of developing new (or old) games for the Atari ST or the Atari 8-Bit line.
> The reasons given were that basicaly the ST was crap and that no one owned
> an 8-Bitter.
>
>
>
>   So now that we've gotten EA to admit it's error let's make sure that they
> realize that their change of mind is justified. Also, if every EA purchase
> was accompanied by a letter of appreciation and a brief ps on how nice this
> game would look on an ST we may be able to get the ball rolling in that area
> as well. In the meantime, don't you ST owners give up! If EA can admit it's

I have a better idea. Let's admit to ourselves that the ST doesn't need
Electronic Arts products and we ST owners don't care for thier pompous
attitudes. Let's vote with our dollar by not buying any EA products.
If anyone is waiting for a really good game for the ST, wait no longer.
Go out and get a copy of SUNDOG. All of the ST owners I know
have purchased this game and we are all getting really addicted to it.
A lot of other really good ST software is coming, both games and
productivity. Megamax is here, I own a copy and it is a really
great compiler. A lot of software companies that were taking a "wait
and see" attitude are jumping on the bandwagon (Borland for one).
Believe me, ST owners won't be hurting, even if EA goes totally
down the tubes.

R.T. Bradstrum

From -6744906870420766505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,17e56948e5a80679,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-27 09:34:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site drutx.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!drutx!tlz
From: tlz@drutx.UUCP (ZrustTL)
Newsgroups: net.micro.atari8
Subject: Breaking out into rashes about "ST"
Message-ID: <699@drutx.UUCP>
Date: Thu, 27-Feb-86 12:34:06 EST
Article-I.D.: drutx.699
Posted: Thu Feb 27 12:34:06 1986
Date-Received: Fri, 28-Feb-86 22:37:22 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 27

ihnp4!ihlpa!freak writes:

>>   In the meantime, don't you ST owners give up! If EA can admit it's
>> mistake for the 8-Bit line it's only a matter of time as far as the ST is
>> concerned.
>
>   Once again. Can't you read? This is the news group for the 8-bit
>that want the ST information read atari16. If you can't learn how to type
>don't even try. So remember, atari8 for the 8-bit and atari16 for the ST.
>Do not even mention the ST, we don't care. IF we did we would read both of
>the news groups.
>
>   Say it over and over and over... UNTIL YOU GET IT RIGHT.

Oh, come on! This is being ludicrous! The article was 98% 8 bit related.
A little suggestion pops in about the ST and flames pour through
the net. Are there people just sitting around ready to pounce on
petty things like this? If you think splitting these groups means
that issues common to both systems (EA is such an issue) can't be
posted here, what good is this group? I agree that this group is for 8
bitters, but lets not get hyper over it.
--
Terry L. Zrust, AT&T Information Systems Laboratories
MS 30L49, 11900 North Pecos Street, Denver, CO 80234
     ihnp4!drutx!tlz   Voice: (303)-538-4547

From 3626397236153315345

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,2c38d71f1517a60e
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-27 10:08:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari8
Subject: Re: plato cartridge
Message-ID: <126@atari.UUcp>
Date: Thu, 27-Feb-86 13:08:44 EST
Article-I.D.: atari.126
Posted: Thu Feb 27 13:08:44 1986
Date-Received: Sat, 1-Mar-86 22:28:36 EST
References: <8602261713.AA20301@ucbvax.berkeley.edu>
Organization: Atari Corp/Mktg
Lines: 15

In article <8602261713.AA20301@ucbvax.berkeley.edu>, CAD.LARSON@MCC.ARPA
 writes:

> Some time ago, I heard about a cartridge for the atari that allowed access
> to the Plato network. I haven't found any references to it in any of the
> magazines. Does any one know if you can still get one ?

The cartridge is called "THE LEARNING PHONE" and is available at any Atari
dealer.

--->Neil @ Atari
    Usenet: ...lll-crg!vecpyr!atari!neil
    CIS: 70007,1135
    BIX: neilharris
    Atari BBS: (408) 745-5308

From 4266215104927252411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,941fffce3559c4ed,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-28 00:07:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (Malloy)
Newsgroups: net.micro.atari8
Subject: The correct use of the atari sub-groups
Message-ID: <1159@ihlpa.UUCP>
Date: Fri, 28-Feb-86 03:07:59 EST
Article-I.D.: ihlpa.1159
Posted: Fri Feb 28 03:07:59 1986
Date-Received: Sat, 1-Mar-86 03:30:32 EST
Distribution: net

Organization: AT&T Bell Laboratories
Lines: 58

> Newsgroups: net.micro.atari8
> Subject: re CPM/68K vs TOS
>
> Terry-
> Hmmm, looks like that we've got a problem here...
> When the ST was presented to the public all testers told that it is
> using an enhanced CPM/68k. They also told that the disks use the IBM
> PC format. Actually it's the same, except 2 small differences. If you
> add a 5" floppy to the ST you can transfer ONE file at a time (with
> more you get problems with the file allocation table) from the PC to
> the ST and vice versa. In the 'Hitchhikers Guide to the BIOS' and
> in the documentation they compare their system quite much with MS-DOS
> (sometimes to often). Actually it is very similar to MS-DOS (not only
> Unix; like I told before). The subdirectories are handeled like in
> MS-DOS. I never worked with CPM/68k but there was a time when I wanted
> to build such a system (was too expensive), so I know at least some
> facts about it. Unfortunately I don't have access to my documentations
> right now... but I'll dig it out when there is need for it.
> (Then I can post a comparison of the system calls.)
> In general you push your desired function on the stack and call the
> system. And this functions are different in both OS's as I know.
> Next: You've got several system components: GEMDOS,BIOS,XBIOS,GEM and a
> grafics kernel. GEMDOS is not GEM, it's more like BDOS in CP/M.
> The XBIOS is an extension of the BIOS. The kernel supports the GEM (You
> can use it without GEM if you like). Even without GEM the TOS doesn't
> look like CPM/68k. Try to run an CPM program (of course from the TOS)
> und you'll see what happens...several bombs...reset....:-)
>
>   The problem is that ATARI had the intention to use CPM (and told so)
> but changed their mind later on. But several M-magazines are still
> writing something about CPM68k on the ST. If they would have tried
> to run an CPM program the would have known better.
> Finally, I'm not the ultimate source for such informations, I know
> some facts but not all...feel free to revise the above.
>
> Johann Zuschlag (I6191008@DBSTU1.BITNET)
>

* * * * FLAME ON * * * *

Well, I have had enough. This posting is 100% ST. It has absolutly no relation to the Atari 8 bit computers. It was posted by some A**H*** at info-atari. They are the ones that split the group in the first place. He should know better. But he doesn't.

KEEP THE ST CR*P OFF ATARI8. PUT THE ST SH*T IN ATARI16.

* * * * * flame off * * * * (Until another ST posting is made.)

From inside the Tesseract of
     Clancy Malloy
     (ihnp4!ihlpa!freak)

```
-------------------------------------------------------------------------
| Everyone looked up and realized that we were only tenants of this world; |
|    We have been given a new lease, and a warning, from the landlord.     |
-------------------------------------------------------------------------
```

From -2554718425296072892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,202fafc2f06704b4,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-28 12:28:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: ISHLER.WBST@XEROX.COM
Newsgroups: net.micro.atari8
Subject: 1020 printer/plotter
Message-ID: <860228-141940-6740@Xerox>
Date: Fri, 28-Feb-86 15:28:45 EST
Article-I.D.: Xerox.860228-141940-6740
Posted: Fri Feb 28 15:28:45 1986
Date-Received: Sat, 1-Mar-86 18:15:43 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: Ishler.WBST@Xerox.COM
Organization: The ARPA Internet
Lines: 4

A friend of mine is considering the purchase of a 1020 printer/plotter.
Has anyone in netland had experience with this unit, good or bad?

Mike

From -7312706757974542325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,861af8d3ca4ae6a5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-28 20:43:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: New user comments on CDY's Omniview and 256K upgrade.
Message-ID: <8603010040.AA09735@mitre-bedford.ARPA>
Date: Fri, 28-Feb-86 23:43:04 EST
Article-I.D.: mitre-be.8603010040.AA09735
Posted: Fri Feb 28 23:43:04 1986
Date-Received: Sat, 1-Mar-86 18:17:58 EST

Sender: kevin@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 222

I recently installed CDY's OMNIVIEW256 and OMNIMONXL along with the Newell 256KXL memory expansion upgrade in my Atari 800XL, and would like to share my initial impressions of these products with the net.

OMNIVIEW is a replacement Operating System (OS) ROM which, among other things, gives the 800XL the capability of displaying text on the screen in 80-column format. I wanted to do word processing on my Atari, so I thought this would be a very valuable enhancement. Also, CDY provides a compatible word processor on diskette with the upgrade, so the price of getting 80 columns is more or less comparable to buying a WP software package.

OMNIMONXL is yet another OS chip which provides a resident monitor/debugger facility. I want to become proficient at 800XL machine language programming, so I decided to get one of these also. To permit switching between the two and also (I am a very paranoid sort) to allow me to put back the "official" Atari OS ROM without opening up the cabinet every time, I also ordered the RAMROD board which provides 3 sockets and a switch to select the desired OS.

Finally, I also elected to go with the 256KXL expansion to allow me to (a) run 130XE software and (b) run a "ramdisk", or simulated disk drive implemented in memory. I have only one disk drive, and decided that perhaps it and a ramdisk would be all I need for my contemplated operations.

As for my impressions of all of this:

INSTALLATION. I found the installation of the boards to be fairly straightforward, although I would not recommend the job to somebody who has never done any electronic circuit assembly work previously, unless they have expert supervision at hand while they are doing it. I had to unsolder two chips because Atari didn't provide sockets for them. This MUST be done carefully and one must have the right equipment at hand and know how to use it. I also had to file a little off the edge of the RAMROD board and the cartridge socket shroud to make the RAMROD board fit in place. Eventually this resulted in a very nice mechanical fit, with the ledge I had filed onto the tapered shroud providing a nice support for that end of the RAMROD board. The installation also calls for modifications (bending) of the top shield cover. As I plan to use the computer in a ham radio station...where even very tiny leakage signals can interfere with reception and spoil all the fun...I was concerned about minimizing the loss of shielding effectiveness. I was able to make somewhat less drastic changes to the shield than those called for in the assembly instructions. In particular the shield tab next to the cartridge slot does not have to be bent out of the way; all I had to do was to bend about 3/16 inch of it out of the way at the end nearest the RAMROD board. Also, I did a similar trick to widen an existing slit in the shield near where the switch cable has to exit, which I thought looked more professional than coming out of the corner of the shield after opening it up there. When all was said and done, the shield did not look as though it needed body and fender work, and I sincerely doubt that any measureable increase in hash leakage occurred; certainly I have not detected any new spurious signals on my ham

receiver with the computer running.

Replacing the memory chips was no big deal, as they were (whew!) installed in sockets. Mounting the memory mapping board required a little ingenuity but not much. A hint or two about where to mount it would have been nice, but a very satisfactory method soon became obvious. I talked with Wes Newell, whose company makes the hardware, and learned that he views this kind of product as something that a neophyte should not attempt to install him/herself, so he doesn't want to tell anybody how to do it lest they blame him for botching up their computer. I can see his point. However, I have no such liability, so I can freely tell the world how I chose to mount the board: I simply plugged in the ribbon cable supplied with it and folded the ribbon cable over so the board lies on top of the chips on the motherboard in that area, with its solder side facing up. It happens that it nestles contentedly in that position with nothing touching but the plastic of the ICs and the ribbon connectors. Also, it sits at just about the same angle as the sloping shield cover, with about 1/8 or 3/16 inch to spare. I simply attached two strips of adhesive-backed foam rubber to the shield cover over this area so it would clamp down on the foil side of the memory mapping board when the shield is installed. (I first tested the foam with my ohmmeter on the highest megohm range to make sure it was not at all conductive.) The resulting installation looks very satisfactory to me; the only thing you have to worry about is watching out for where the memory board flops if you turn the motherboard upside down while you have the shield cover off and power applied!

I found it convenient to substitute a length of ribbon cable for the hookup wire they supplied to make a run of 5 conductors across the mother board to the PIA chip. I actually ran seven conductors of ribbon from the memory mapping board, and peeled off two of the to make the local connections in the middle of the motherboard, then ran the remaining five over to the PIA. This resulted in (ahem) an exceptionally neat installation, I thought. Also, I was able to arrange the cable so that it is easy to flop the memory mapping board over for inspection or servicing.

RESULTS! The installation worked correctly the first time I fired it up, although I had a few scares because of differences in the way things operate. The instructions are vague about which switch position gives what OS chip, so you have to figure it out. Also, the OMNIVIEW OS uses the reverse convention that BASIC is only loaded if you DO press the option key. This convention makes good sense if you plan to use OMNIVIEW, as I do, mostly for word processing and maybe for Assembly language.

TEXT QUALITY IN 80 COLUMN MODE (OMNIVIEWXL). Mind you, I fired this thing up on my Sylvania TV set, mostly because I couldn't wait to buy a monitor or add the monitor input jack I plan to put on the TV set -- I wanted to see if it worked! I was absolutely DELIGHTED to see that the 80-column text is entirely readable even on a silly TV set with probably 2 or 3 MHz of bandwidth through the IF amplifiers and whatnot! It's true, the edges are a little blurred if you tune for maximum blurriness (centered on the channel), but if you tune for best sharpness, the display is highly useable at least on the particular TV set I own. I do look forward to improved display quality when I do buy a monitor, but I am in no dire hurry to get one, now that I have seen the results on my TV set.

If you know how the 80-column font is derived (in software), you will find it hard to believe that it can look this good. Not that I would want to send business letters out in this font, mind you, but of course normally one would do the actual printing with a printer rather than mailing out one's TV or monitor screen. Or doing a pixel screen dump, which is what you would have to do to print the actual OMNIVIEW font instead of your nice Near Letter Quality one. For purposes of entering and reading text on the screen, the OMNIVIEW font is quite satisfactory, although a few special characters take getting used to. The normal alphanumerics and punctuation characters all are highly legible. The numbers are if anything maybe more legible in 80 column format than in 40!!!

The word processor provided (Omniwriter-80) is an enhanced version of SpeedScript, but basically works the same way. Cursor operations are a little more reasonable than with vanilla SpeedScript. No manual was provided, but COMPUTE! publishes a book on SpeedScript for $9.95, and Omniwriter responds to the commands described therein just as the book says.

Note: OMNIVIEW also provides improved compatibility with software written for the old Atari 400 and 800. I haven't run into this, but some software that runs on those machines does not on the 800XL because the authors ignored some of the rules of the operating system to gain a slight performance advantage. With OMNIVIEW, most of the old software runs fine on the 800XL.

OMNIMONXL. I haven't really gotten to put OMNIMON through all of its paces yet, but from what I have seen it is something that serious programmers ought to buy first and ask questions later. Basically, it is a resident debug facility, with ALL that that implies. I.e., resident sector and file I/O capability. An assembler and disassembler that live in your machine even if you don't have a disk drive attached!!! Ability to scroll through memory with either Hex or ASCII display. Search for strings. Load a file with OMNIMON figuring out the sequence of sectors in the file for you. Print out a disk directory with no DOS loaded. Etc., etc. Interrupt execution of a cartridge program and look at memory, disassemble it to see what makes it tick. Move it to RAM, disassemble it, modify it, write it to disk, you name it! Of course, you have to have a disk drive attached to write to disk!!!

256KXL MEMORY EXPANSION. ...Or maybe you don't!!! If you add the 256KXL expansion, you can write to Ramdisk! There's not much to say here except that of course a disk drive simulated in RAM is many times faster than a real drive. When copying disks, for example, one version of DOS that I use prints messages to the screen "Reading Source Disk", "Writing Destination Disk", etc. The message for the Ramdisk always comes up almost instantaneously, while the one for the real physical disk takes a bit of gyration of the disk and several seconds to complete the operation.

Ramdisk operation is the main reason I bought the 256KXL enhancement, and it looks as though it will indeed be very useful, but I will want to work on automating operations like booting up and copying everything to Ramdisk in one operation. Right now I have to do this in several steps.

A nifty Disk Operating System called MYDOS is provided along with the 256KXL

upgrade, to facilitate using the Ramdisk. MYDOS is especially deserving of the adjective "nifty" because it can support hard disks and lets you configure weird disk structures. Also, it supports hierarchical directory structures, which may not be needed on floppies at 92K bytes each but sure would make life easier on much larger disks.

One quirk of the memory expansion should be mentioned. It is LARGELY but NOT EXACTLY compatible with the 130XE. I was disappointed when I found this out, but it is not clear that there is a better way to implement the memory mapping (though I personally think there is). The net effect is that if the ANTIC (display processor) chip is mapped to the new extended memory by a software package that you want to use, you will have to install a manual switch to select this mode. Normally, the display is in an area of memory unaffected by the mapping to extended memory banks, but some special applications that need a lot of display memory might want to use the extended memory to hold graphic images. According to Wes Newell, only one software package he knows of at this time does this (Typesetter, by XLENT), so many users won't ever need the switch. However, "ever" is a very long time, and there will doubtless be other packages developed that will need the switch, or maybe even won't work because they want to switch this mode dynamically. Of course, such packages wouldn't work on an unmodified 800XL in any case.

SOFTWARE SUPPORT. I bought these enhancements through CDY Consulting, which supplies most of the software. My initial impressions of the software are very positive, though of course I have not by any means run everything through all the possible weird situations that might show up bugs or problems. Still, one gets a "feel" for the personality of a software package fairly quickly, and I am getting exceedingly good vibes about the quality of CDY's products. (Don't blush, David, I am just trying to be objective.) Some users may object to the fact that CDY has taken the liberty of changing a few time-honored conventions, like OPTION KEY DOWN = omit BASIC and CTRL-1 for scrolling on/off. (CDY uses OPTION KEY DOWN = include BASIC and the HELP key for scrolling off/on, in the OMNIVIEW O/S.) However, I found I like these conventions better than the original ones, once I got used to them, and especially in the context of word processing.

OVERALL IMPRESSION. These enhancements appear to be all I had hoped for and more, with the single exception of the incompatibility with the 130XE which I mentioned earlier regarding ANTIC memory mapping convention. I would have liked it much better if I had ended up with exact compatibility with the 130XE plus an extra 128K of memory. As I said, I personally believe that a more compatible memory mapping implementation is possible, with only slightly increased chip count. If there is a wave of enthusiasm for such a revision among 800XL owners, it MIGHT be possible to get one. If you want to upgrade your 800XL to be EXACTLY compatible with a 130XE but with more memory, get in touch with CDY or Newell industries and plead with them, as I have done, and maybe the next revision of the 256KXL board will be improved! The RAMROD and OMNIVIEW/OMNIMON seem to be just about perfect as they are, and of course the 256KXL is VERY NEARLY exactly 130XE compatible and EXACTLY compatible with the 800XL already. (Also, in fairness, the incompatibility that remains affects only certain specialized software with a lot of visual display storage requirements, and in most cases can be dealt with by means of a mode switch added to the back panel.)

All in all, I am very pleased with the results of my 800XL upgrade after a week of experience with it. I think the upgrade will make all the difference in the world in word processing (OMNIVIEW and Ramdisk capabilities) and in Assembly language tinkering (OMNIMON).

John Sangster
jhs at mitre-bedford.arpa

NOTE: I have no financial interest in or connection with either CDY or Newell Industries other than being a customer. The above opinions and impressions are transmitted solely for the information of other Atari 800XL users.

From -7524528925041791029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,349538bbbf95b9cc,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-01 15:39:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: ins_abao@JHUNIX.BITNET (Bradley Alan Orner)
Newsgroups: net.micro.atari8
Subject: VT-100 Emulation
Message-ID: <8603012348.AA16711@ucbvax.berkeley.edu>
Date: Sat, 1-Mar-86 18:39:45 EST
Article-I.D.: ucbvax.8603012348.AA16711
Posted: Sat Mar 1 18:39:45 1986
Date-Received: Sun, 2-Mar-86 19:16:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

 on the television speaker), but the
Basic aparently interfered with the screen, as no characters were printed. What

Bitnet:ins_abao@jhunix

From -9122777905131930511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e8317f1db076584e,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-01 19:14:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uicsl
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uicsl!hr
From: hr@uicsl.UUCP

Newsgroups: net.micro.atari8
Subject: Frobotsky on an 800?
Message-ID: <456700001@uicsl>
Date: Sat, 1-Mar-86 22:14:00 EST
Article-I.D.: uicsl.456700001
Posted: Sat Mar 1 22:14:00 1986
Date-Received: Tue, 4-Mar-86 04:47:29 EST
Lines: 9
Nf-ID: #N:uicsl:456700001:000:194
Nf-From: uicsl.UUCP!hr   Mar 1 21:14:00 1986

^V

Will Infocom's Frobotsky (?sp) work on the Atari 800. I wrote
Infocom asking them but I only received an ad listing the newer
machines.
----

     harold ravlin   {ihnp4,pur-ee}!uiucdcs!uicsl!hr

From -4479582543554803937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,861af8d3ca4ae6a5
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-03 05:20:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: New user comments on CDY's Omniview and 256K upgrade.
Message-ID: <8603031330.AA13862@ucbvax.berkeley.edu>
Date: Mon, 3-Mar-86 08:20:03 EST
Article-I.D.: ucbvax.8603031330.AA13862
Posted: Mon Mar 3 08:20:03 1986
Date-Received: Wed, 5-Mar-86 04:02:36 EST
References: <8603010040.AA09735@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 40

John,

Thanks for the thorough reviewof of OMNIVIEW XL, OMNIMON XL, Ramrod XL, and
256KXL. I would like to add only a few more comments:

I think you implied that you could readaccess the ramdisk from OMNIMON XL. This
is true of the 8K OMNIMON and the AXLON ramdisk but it is not true of
OMNIMON XL and 256KXL. OMNIMON XL has no ramdisk handlers. OMNIVIEW XL does.

You would not have has to do any filing on the Ramrod had you installed a

socket to elevate the board slightly. When those instructions swere written all 800XLs had sockets.

I have pleaded with Newell to make the 256KXL instatallation instructions more explicit. Diagrams showing where to route the wires and exactly how to mount the boradordard would be very helpful. He claims that he does no want to make it too easy on a novice so that they will not attempt to do the installation if they do not have the skills. I of course totally disagree!

Ass I mentioned to you before, I am busily converting AtariWriter+ over to work with OMNIVIEW. This is especially challenging because there is , at least on the surface no memroyory after the program is loaded in! This is a real problem becoause the OMNIVIEW secreen takes 7K whereas the GR.0 screen takes only 1K. But then I knowticednoticed that the 130XE version uses all 5 of the 16K banks at 4000-7FFF, but that 1 bank is only partially used. It appears that they only used 4K of this bank, leaving 12Kplenty of room for the OMNIVIEW screen. Howverever, there is a slight problem in that this is not the main bank ($D301=$FF). If it were then I could direct ANTIC to stay with this bank even though were swapping in other baknnks with the CPU. I plan to overcome this problem by reassighgning the banks. By the way, having ANTIC follow main memory just happens to be the conveiontntion that Newell chose fot tr the 256KXL, unless of course you add the switch to make it fiollow memorybanked memory.

By the way, please ignore the typos. I am using a termianlnal that does not make it too easy to make corerections.

David Young

From 9053893393243530621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,f7ceb73a1eab97b4,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-03 07:23:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!cmcl2!lanl!unm-la!unmvax!nmtvax!rob
From: rob@nmtvax.UUCP (Rob Kenyon -A stranger in a stranger land)
Newsgroups: net.micro.atari8
Subject: Re: re CPM/68K vs TOS
Message-ID: <959@nmtvax.UUCP>
Date: Mon, 3-Mar-86 10:23:27 EST
Article-I.D.: nmtvax.959
Posted: Mon Mar 3 10:23:27 1986
Date-Received: Wed, 5-Mar-86 06:15:40 EST
Reply-To: rob@nmtvax.UUCP (Rob Kenyon -A stranger in a stranger land)
Organization: New Mexico Tech (You call that an Organization?)
Lines: 20

Hey Guys and Gals!

Could we like get these new newsgroups organized? I'm tired of having to weed ST articles out of atari8 and I am still wondering why there is a net.micro.atari anymore. I don't know of any 32 bit ataris (yet!)

The worst thing is, I don't even own an atari!

I have to fix that some day...
--

Robert Kenyon p /
...ucbvax!unmvax!nmtvax!rob /
rob@nmt / g

They say there is strangeness too dangerous,
In our theaters and bookstore shelves.
Those who know what's best for us,
Must rise and save us from ourselves.

From 4098773477228046609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5951de98be20402c,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-03 07:56:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari8
Subject: Re: quick repair/replacement of 800XL for tax time...
Message-ID: <8603031551.AA12825@mitre-bedford.ARPA>
Date: Mon, 3-Mar-86 10:56:35 EST
Article-I.D.: mitre-be.8603031551.AA12825
Posted: Mon Mar 3 10:56:35 1986
Date-Received: Wed, 5-Mar-86 04:03:29 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 33

To: Jackson at ucb.berkeley.edu
Sorry, but I couldn't seem to get a direct reply thru so I am posting this.

Well, 800XLs are selling for $60 to $100 these days. You might try Computer Direct for a $90.00 price; they are in Barrington, IL and phone number is (312) 382-5050; address is 22292 N. Pepper Rd., Barrington IL 60010. Lyco at 1-800-233-8760 is another source. Also, one of the local K-Marts out here (Somerville, MA) had 800XLs (2 of em) for $60.00 last I heard. Other K-Marts may have them, as do a lot of the toy stores at $99.95 or so.

For service, you might try American TV in San Leandro, CA. They are at (415) 352-3787, and they seem to be decent folks for mail order purchases anyway.

Just a hunch... you might try taking the case apart (6 screws on the bottom) and wiggling the ribbon cable that comes from the keyboard over to the motherboard. It just might be dirty and making a poor contact or something. If it's like mine, the ribbon cable is just pushed into the socket. If you pull it out and clean it, the extra piece of stiff clear plastic is helpful in stiffening the cable while you push it carefully back into the connector. I would suggest alcohol on a Q-tip for cleaning the cable contacts. However, ALWAYS test solvents on a non-critical place before using them!!! (Translation: I haven't tested this solvent on this material!!!!) While you have it open, a general cleaning with a compressed air source (even if that's your lungs) might help. It could be as simple as a little dust here and there.

Good luck. If you don't mind, I would like to know what you use to do your taxes on the 800XL. I just got the computer and don't have much software for it yet. A tax package would be useful, I should think.

Regards,
John Sangster
jhs at mitre-bedford.arpa

From -6111253758956359874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,e5985b5dbef0943d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-03 08:43:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: SWHITE@UA.BITNET
Newsgroups: net.micro.atari8
Subject: Terminal Trails and Tribulations
Message-ID: <8603031642.AA16655@ucbvax.berkeley.edu>
Date: Mon, 3-Mar-86 11:43:36 EST
Article-I.D.: ucbvax.8603031642.AA16655
Posted: Mon Mar 3 11:43:36 1986
Date-Received: Wed, 5-Mar-86 04:03:59 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 65

Greetings fellow atarians:

I resently sent a letter out to the mail-list asking about terminal emulators for the 8-bit machines. First, I would like to thank landon for his swift reply about chamleon.

Let me explain about my situation before I go into the details of what I found. I am a student at the University of Alabama and like other computer centers around the country, mine decided that the frequent crashes of the computers meant that it was time to update the existing computing facilities. At the

time we had a UNIVAC 1100/71 for academic work. When the bids came back we found ourselves looking at an IBM3081D. CMS was chosen to be the operating system for this new machine. All well and good, but it was also decided that this new system would be screen oreinted instead of line oreinted. I do not know exactly what all this means, but for dail-up service it meant going through a protocol converter, IBM 7171, sometimes know as a "Yalebox".

About a year and a half ago I had purchased a 600XL and an 835 modem to use as a "dumb" terminal to the UNIVAC (I bought it because it was inexpensive needless to say I soon found out what great machines Atari are!). At this point in my life (1 1/2 years ago) I thought a stop-bit might be something that was placed at the bottom of a door to keep it open!! I never had to worry about such things because TELELINK II which came with the modem worked first time. Then I start finding out about stop-bits, parity-bits, word-size, etc, etc...but don't care because TELELINK worked so well (except with the 1027 printer, but thats another story). After the printer episode I consulted with the local users group and the consensus was that I needed a different terminal program. I went over to a guy's house who had a sizeable software collection and tried several terminal programs. I then found out that we use 7-bit words. Not one of the terminal programs that we tried allowed for this to be changed so nothing but TELELINK would work with the UNIVAC.

When the IBM arrived I had a copy of vt10 squared all ready to go. But alas it also sent 8-bit words and consequently only about half of the character set could be sent. Back to the drawing board.... After pouring over hundreds of pages of manuals on the IBM 7171 and terminal programs for the Atari, I hit upon a section about using the 7171 with a standard ASCII typewriter terminal. Then I realized that actually the VT program is not a real VT emulator but an ASCII terminal with some key sequences redefined.

Enter Chamleon a terminal program written by Jack Palevich.Just before my copy arrived I had received some bad news, it didn't allow word-size to be changed. Wishing for something magical to happen, I booted up Chamleon and low and behold it worked, provided I told the 7171 I was an ASCII typewritter terminal.
If anyone needs to talk to such a machine, an IBM going through a protocol converter, good luck. With CMS the machine makes liberal use of a clear screen key which in ASCII typewriter translates into 24 blank lines. Notice I said 24 blank lines, not 24 CR, but 24 lines of 80 blanks then a CR. At 300 baud, 30 chars a sec.... it adds up fast. It is so slow...(Anyone know of a CHEAP 1200 baud modem???) also I can use none of the nice full-screen commands like filelist etc, etc. These commands cause the screen to be written but it also kicks you off the system.

Sorry about the long file, sorry if it bored you, If anyone has any suggestions about my situation, if anyone is in the same situation please get in touch. I will be more than happy to share my experiences to anyone who thinks that it can in some way help them.

thanks again for all who sent replies earlier

craig

BITNET: SWHITE at UA

From -1879485567263305579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b30f50ef09b1624d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-03 14:56:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!petrus!scherzo!allegra!princeton!
orsvax1!pyrnj!caip!topaz!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari8
From: csta35@USL-PA.UUCP (John Joubert)
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8603032256.AA20624@usl-pa.PMDNET>
Date: Mon, 3-Mar-86 17:56:40 EST
Article-I.D.: usl-pa.8603032256.AA20624
Posted: Mon Mar 3 17:56:40 1986
Date-Received: Fri, 7-Mar-86 03:23:39 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

    please include me on the Net.micro.atari8 and 16 lists.
    Thank You.
                      John Joubert

From -3644794684118856957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,cf614ad9e3dd1124,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-03 15:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: Franceus@DOCKMASTER.ARPA
Newsgroups: net.micro.atari8
Subject: please add me to the mailing list
Message-ID: <860303232405.302028@DOCKMASTER.ARPA>
Date: Mon, 3-Mar-86 18:24:00 EST
Article-I.D.: DOCKMAST.860303232405.302028
Posted: Mon Mar 3 18:24:00 1986
Date-Received: Wed, 5-Mar-86 04:05:58 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

Please add me to the Atari list, thanks.

Paul Franceus dockmaster)

From 5585838244165993361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5d7d08e08136c4b,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-03 17:31:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari8
Subject: --- Postings ---
Message-ID: <8603040209.AA07164@ucbvax.berkeley.edu>
Date: Mon, 3-Mar-86 20:31:00 EST
Article-I.D.: ucbvax.8603040209.AA07164
Posted: Mon Mar 3 20:31:00 1986
Date-Received: Wed, 5-Mar-86 04:07:07 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 43

Ok, there have been some mis-postings, and some (largly inaccurate)
flames about them. Let's lay out the ground rules:

1) INFO-ATARI8 is for the 8-bit machines
2) INFO-ATARI16 is for the 16-bit machines
3) INFO-ATARI is currently synonymous with INFO-ATARI8
   (contrary to the recent flame, messages are not
   posted FROM INFO-ATARI, they are posted TO INFO-ATARI)
4) INFO-ATARI8-REQUEST, INFO-ATARI16-REQUEST, and INFO-ATARI-REQUEST
   are ONLY for posting bookkeeping notes to. Add to list. Drop
   from list. They are NOT for posting messages to, hoping someone
   there will figure out where it should go for you. Lets use a
   little judgement and keep our mailing list operators lives a
   little easier.

My own vote is that INFO-ATARI (no number) should be a master post to
both 8 & 16 bit lists, and used for general interest items. This is,
however, only my opinion on how it *should* be, and does not reflect
the current status of the mailing list.

There has been some misteaks on posting to the lists, but the flames
have been equally irresponsible. There was a posting on INFO-ATARI8
about a letter from Electronic Arts that said they will start publishing
for the 8-bit machines again. It ended with the hope that if we keep
up the pressure they will do some for the STs. This was promptly flamed.
That flame was out of line. The bulk of the message was about the 8-bit
programs they were about to start. There was, however, a reply to this
msg about starting a boycott of EA, to spite them. This was directed
to the ST owners, but due to the laziness of the poster (I am assuming

he used a 'reply' function in his mailer) it was posted only to the
INFO-ATARI8 list. This too, was out of line. A more recent flame
was complaining about a posting from 'INFO-ATARI ... the ones who
split the list'. This is flat-out wrong. As I pointed out above
the INFO-ATARI address is synonymous with INFO-ATARI8. It was addressed
wrong, but it was NOT from 'the guys who split the list'.

How about we all be a little more responsible both with our addresses
AND our hair-trigger responses when something goes wrong?

              -Richard Hartman
              max.hartman@ames-vmsb

From 4479854354341610876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b30f50ef09b1624d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-04 05:51:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!lll-
crg!lll-lcc!ucdavis!ucbvax!info-atari8
From: ramsay@KCL-CS.UUCP (ZNAC440)
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <8603041426.AA21897@mcvax.uucp>
Date: Tue, 4-Mar-86 08:51:54 EST
Article-I.D.: mcvax.8603041426.AA21897
Posted: Tue Mar 4 08:51:54 1986
Date-Received: Wed, 5-Mar-86 06:27:48 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 47

To: ukc!mcvax!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari8
Subject: Re: --- Routine Request ---
Newsgroups: net.micro.atari8
In-Reply-To: <8602260250.AA09331@ucbvax.berkeley.edu>
Organization: Department of Computing, Kings College, University of London.
Cc:

In article <8602260250.AA09331@ucbvax.berkeley.edu> you write:
>I am looking for a routine that will translate Action! format arguments
>onto the stack (ala Basic USR call) so that all the nifty routines
>written to use with basic could be directly ported to Action! with
>just the addition of the USR interface?
>
>PROC Grebnitz=*()
>[numbers numbers numbers]
>
>USR(Grebnitz, arg1, arg2, arg3);
>

```
>              -Richard Hartman
>              max.hartman2ames-vmsb

Piece of piss, this one. Second arg must be number of arguments. Thusly:

INT FUNC USR(CARD addr, BYTE num, CARD c1,c2,c3,c4,c5,c6)
 ; ACTION! allows only 8 params
 BYTE i
 CARD j=0 ; Botch for zero page addr
 FOR i=0 TO num*2
 DO
  IF num=0 THEN EXIT
  j=Peek($A3-i+num*2)
  [LDY #0
   LDA j,Y
   PHA]
 OD
 [LDA num
  PHA]
  junk=addr ; junk is previously designed dummy PROC
  junk()
RETURN (PeekC(212))

Should work - write back & tell me if it doesn't.

               Call me in the morning,
                    R. Ramsay
<And sneaking along last...>
STOP PRESS: WINDOW.ACT & MOUSE.ACT are coming soon!


From 5557475330681177582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,513c9608d1b649cf,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,513c9608d1b649cf,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,513c9608d1b649cf,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-03-04 06:36:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (Malloy)
Newsgroups: net.micro.atari,net.micro.atari8,net.micro.atari16
Subject: Foul language
Message-ID: <1174@ihlpa.UUCP>
Date: Tue, 4-Mar-86 09:36:09 EST
Article-I.D.: ihlpa.1174
Posted: Tue Mar  4 09:36:09 1986
Date-Received: Wed, 5-Mar-86 05:28:20 EST
Distribution: net
Organization: AT&T Bell Laboratories
```

Lines: 37
Xref: watmath net.micro.atari:2952 net.micro.atari8:32 net.micro.atari16:91

> From uucp Mon Mar 3 09:47 CST 1986
> >From ucbvax!@SUMEX-AIM.ARPA:MRC@PANDA Mon Mar 3 08:30:17 1986 remote from ihnp4
> Received: by ihnp4.ATT.COM id AA17647; 3 Mar 86 08:30:17 CST (Mon)
> Received: by ucbvax.berkeley.edu (5.45/1.9)
>   id AA20904; Sat, 1 Mar 86 21:08:53 PST
> Received: from PANDA by SUMEX-AIM.ARPA with Cafard; Sat 1 Mar 86 21:09:22-PST
> Date: Sat 1 Mar 86 20:14:28-PST
> From: Mark Crispin <ihnp4!ucbvax!SUMEX-AIM.ARPA!MRC%PANDA>
> Subject: Re: The correct use of the atari sub-groups
> To: ihlpa!freak
> In-Reply-To: <1159@ihlpa.UUCP>
> Postal-Address: 1802 Hackett Ave.; Mountain View, CA 94043-4431
> Phone: +1 (415) 968-1052
> Message-Id: <12187383027.8.MRC@PANDA>
> Status: RO
>
> Clancy Malloy -
>
>   Will you cut your goddamn fucking shit-sucking whining? It is bad
> enough that there is trash on the list without you flaming to everybody
> on the net about misdirected postings.
>
>   No wonder AT&T is going down the tubes, if this sort of bullshit is
> all AT&T's employees worry about.
> -------
>

     Why don't you grow up. And try to curb your foul language.

From inside the Tesseract of
     Clancy Malloy
     (ihnp4!ihlpa!freak)

| Everyone looked up and realized that we were only tenants of this world; |
| We have been given a new lease, and a warning, from the landlord. |

From -8850745954584694831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3faa5e822e85ba36,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-04 08:58:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site voder.UUCP
Path: utzoo!decvax!decwrl!pyramid!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari8

Subject: David Young's recent postings
Message-ID: <1298@voder.UUCP>
Date: Tue, 4-Mar-86 11:58:43 EST
Article-I.D.: voder.1298
Posted: Tue Mar 4 11:58:43 1986
Date-Received: Thu, 6-Mar-86 03:34:54 EST
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 18

Sorry about posting this but mail won't accept it.

Dave-
   I think you have a problem with either your editor or the mail system
you use for posting to Newsnet. Every time you do a back space all those
control-H's get transmited along with your text. Both of your postings
commenting on the recent OMINVIEW review and the article I posted reguarding
Electronics Art's protection scheme were somewhat difficult to read.
   I agree with you concerning EA, the main point of the article I sent is
that simply EA does some of the best games available for the Atari (in my
humble, un-informed opinion which more than likely does not reflect the
opinions of National Semiconductor, the president, the board of directors, or
the guard at the main gate).

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From 8158185059092646422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5951de98be20402c
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-04 09:39:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!lll-
crg!lll-lcc!ucdavis!ucbvax!info-atari8
From: jackson@TTIDCB.UUCP
Newsgroups: net.micro.atari8
Subject: Re: quick repair/replacement of 800XL for tax time...
Message-ID: <8603041739.AA04536@philabs.uucp>
Date: Tue, 4-Mar-86 12:39:24 EST
Article-I.D.: philabs.8603041739.AA04536
Posted: Tue Mar 4 12:39:24 1986
Date-Received: Fri, 7-Mar-86 05:35:20 EST
References: <8603031551.AA12825@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Transaction Technology, Inc. (CitiCorp), Santa Monica
Lines: 8

John, Thanks for your reply to my request for help. Last year I used

the program called The Tax Advantage. Skeptical at first, I found it
really helped - especially with those little changes one often wants
to make at the last minute. Of course no computer helps with the chore
of keeping track of all those pieces of paper with strange $ amounts on
them. I have seen The Tax Advantage advertised in Antic for about $30.

Thanks again, regards,   Dick Jackson

From -5766984342781398170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,5d7d08e08136c4b
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-04 15:37:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (Malloy)
Newsgroups: net.micro.atari8
Subject: Re: --- Postings ---
Message-ID: <1175@ihlpa.UUCP>
Date: Tue, 4-Mar-86 18:37:01 EST
Article-I.D.: ihlpa.1175
Posted: Tue Mar 4 18:37:01 1986
Date-Received: Wed, 5-Mar-86 05:57:07 EST
References: <8603040209.AA07164@ucbvax.berkeley.edu>
Organization: AT&T Bell Laboratories
Lines: 21

>
> Ok, there have been some mis-postings, and some (largly inaccurate)
> flames about them. Let's lay out the ground rules:
> ...
> How about we all be a little more responsible both with our addresses
> AND our hair-trigger responses when something goes wrong?
>
>   -Richard Hartman
>   max.hartman@ames-vmsb

     WORKS FOR ME!!

From inside the Tesseract of
     Clancy Malloy
     (ihnp4!ihlpa!freak)

| Everyone looked up and realized that we were only tenants of this world; |
| We have been given a new lease, and a warning, from the landlord. |

From -851921933122140635

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3faa5e822e85ba36
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-05 04:51:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari8
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari8
Subject: Re: David Young's recent postings
Message-ID: <8603051246.AA12863@ucbvax.berkeley.edu>
Date: Wed, 5-Mar-86 07:51:09 EST
Article-I.D.: ucbvax.8603051246.AA12863
Posted: Wed Mar 5 07:51:09 1986
Date-Received: Fri, 7-Mar-86 07:04:20 EST
References: <1298@voder.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Thank you all for your concern about the messages that I have recently
sent and have been garbled due to the primitive terminal program that
was available where I was working temporarily. I am now back on my
usual terminal emulator and will take it with me the next time I go
anyplace!

David Young

From 903417249443403759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3676c0585165d678,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-05 06:48:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: svozza@ARDC.ARPA (Steve Vozza, CAD)
Newsgroups: net.micro.atari8
Subject: bug in "ULTIMA IV" software
Message-ID: <8603051444.AA14236@ucbvax.berkeley.edu>
Date: Wed, 5-Mar-86 09:48:02 EST
Article-I.D.: ucbvax.8603051444.AA14236
Posted: Wed Mar 5 09:48:02 1986
Date-Received: Sat, 8-Mar-86 18:32:18 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

Beware all you adventurer gamers, Origin's new "ULTIMA IV" game has a

bug on side 2 (the towne disk). When I returned to the store to see

about an explanation, they apparently knew about the 'bug'!!!

They explained that a replacement disk would be available in about a

month or so...??? Well needless to say I felt let down by Origin,

since all of their previous software has been good-to-excellent.

Well, just thought that I would let the rest of you atari 8 bitters

know about this buggy business. Oh, by the way this game is being

distributed by Electronic Arts (hiss..hiss).

                        s.v. (still vicious)

From -4012638956180926141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,69208ad083bfa97d,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-05 07:32:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: svozza@ARDC.ARPA (Steve Vozza, CAD)
Newsgroups: net.micro.atari8
Subject: test
Message-ID: <8603051529.AA15188@ucbvax.berkeley.edu>
Date: Wed, 5-Mar-86 10:32:56 EST
Article-I.D.: ucbvax.8603051529.AA15188
Posted: Wed Mar 5 10:32:56 1986
Date-Received: Sat, 8-Mar-86 18:32:33 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 1

this is a test message

From -626835104144672081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,71b4b83d6f299fa7,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-05 07:43:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: svozza@ARDC.ARPA (Steve Vozza, CAD)
Newsgroups: net.micro.atari8
Subject: bug in"ULTIMA IV" software
Message-ID: <8603051542.AA15523@ucbvax.berkeley.edu>

Date: Wed, 5-Mar-86 10:43:12 EST
Article-I.D.: ucbvax.8603051542.AA15523
Posted: Wed Mar 5 10:43:12 1986
Date-Received: Sat, 8-Mar-86 18:32:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Beware all you adventurer gamers, Origin's new "ULTIMA IV" game
has a bug on side 2 (towne disk), which causes the computer to
lock up. When I returned to the store to see about a explanation,
they apparently knew about the bug for awhile (great store, huh??).
Well, anyway they told me that a replacement disk would be
available in about a month or so...???? Oh, by the way, this game
is being distributed by our loyal(?) friends ELECTRONIC ARTS.

A warning from your local orc killer..
s.v. (still vicious)

From -5203748016597855672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,99d0396c9ca49ffe,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-05 07:49:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari8
Subject: Lisp on the 800XL.
Message-ID: <1426@cwruecmp.UUCP>
Date: Wed, 5-Mar-86 10:49:49 EST
Article-I.D.: cwruecmp.1426
Posted: Wed Mar 5 10:49:49 1986
Date-Received: Fri, 7-Mar-86 07:47:31 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 25

To date, the closest thing to LISP on the 800XL is the LCSI Logo which
is available as a cartridge from almost any dealer, discount store or
mail order house. The documentation is simply superb.

To use Logo like LISP, you need to keep in mind a LISP to Logo mapping.
For example, CAR -> FIRST, CDR -> BUTFIRST, EVAL -> RUN, COND -> IF [][],
and so on. Some things don't work EXACTLY like LISP, but most things
work better. The syntax is much more forgiving and looks like a normal
procedural programming language.

For a while last year, I would develop code in Logo at home, upload to
the VAX ad then hand convert to Franz LISP. This was a pretty viable

scheme for relatively short programs or program modules. This experience also gave me a healthy respect (preference?) for Logo.

By the way, the Logo on the 800XL is SUPERIOR to the ST Logo by DRI. Even with all of the ST hype about speed, the DRI implementation is tied into the GEM event handler (clock) which slows interpretation to a crawl -- my 800XL is faster at list whacking! Any flames about posting ST crap, and in this case I do mean crap, to /dev/null :-)

--

paul drongowski decvax!cwruecmp!pjd
case western reserve university pjd%Case@CSNet-relay

From 4564667926944467901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b42f853b59e1fe82,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,b42f853b59e1fe82,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-06 09:35:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site inuxm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!inuxm!tob
From: tob@inuxm.UUCP (T Burger)
Newsgroups: net.micro.atari,net.micro.atari8
Subject: Coldstart your XE
Message-ID: <327@inuxm.UUCP>
Date: Thu, 6-Mar-86 12:35:16 EST
Article-I.D.: inuxm.327
Posted: Thu Mar 6 12:35:16 1986
Date-Received: Fri, 7-Mar-86 07:29:46 EST
Distribution: net
Organization: AT&T Consumer Products, Indianapolis
Lines: 157
Xref: watmath net.micro.atari:2954 net.micro.atari8:45

ADD A COLD START RESET TO YOUR XE

After I got my new 130XE, I began to get a little frustrated by the ram chips in it. In order to do a cold start, I had to leave the machine off for at least 20 seconds. This is a *real* long time.

I was convinced there had to be a better way.

First of all a little history about what causes the problem. When Atari switched to the XL/XE line of computers, they changed the reset button to do a hard chip reset instead of an interrupt like on the old 800's. This means that every time the reset button is pressed the 6502 does a reset and

starts over. The software must determine whether this is a cold start (power up) or a warm start (reset button). It does this by checking for a signature in the ram. On the XE there are three bytes $33D, $33E, $33F. If these three bytes are intact ($5C $93 $25) then it does a warm start. If any of them are wrong then it does a cold start.

The same day that I picked up my 130XE, I ordered the OMNIVIEW XE operating system from CDY. This OS gives you several advantages.

1. It does away with the need for a translator disk. It looks like the old Rev B operating system.
2. It gives me an 80 column mode for some applications.
3. It reverses the effect of the option key at coldstart.
4. It gives me ramdisk capability with any DOS.

This OS only uses the first byte of the signature ($33D).

I decided to fix my OMNIVIEW XE OS first.

You will need access to an EPROM burner and a 27128 EPROM to make this fix.

The fix.....

My fix involves 'stealing' the reset vector and checking the keyboard secondary buffer. This is a byte at $2F2 where the keyboard handler keeps the last button press to see if it should start auto-repeating on the next key stroke. I decided to use 'shift esc reset' as my cold start method. If the byte at $2F2 is $5C then the last key press was the 'shift esc' and I trash the byte at $33D and let the system continue with a normal reset. This will cause a COLD START without touching the power switch.

The program.....

```
     LDA $2F2   load the last key buffer
     CMP #$5C   check it for 'shift esc'
     BNE EXIT   branch if it isn't
     LDA #$00   load a zero
     STA $033D  trash the signature
EXIT JMP RESET  continue with the system reset vectors
```

I made this change on the OMNIVIEW XE rom from CDY first. These are the changes for the OMNIVIEW XE rom.

********** DAVID YOUNG are you listening. **********

The changes....

EPROM ADDRS	OLD	NEW	
3FFC	29	20	power up reset vector
3FFD	EF	E9	power up reset vector
2920	44	AD	
2921	61	F2	
2922	76	02	
2923	69	C9	
2924	64	5C	
2925	20	D0	
2926	59	05	
2927	6F	A9	
2928	75	00	
2929	6E	8D	
292A	67	3D	
292B	20	03	
292C	CF	4C	
292D	CD	29	
292E	CE	EF	

These bytes were used for Dave's title 'David Young OMNIVIEW XE (C)1985'. Sorry Dave, but this was the only safe place I could find!!!!

If you boot without basic his message will be messed up.

NOW THE XE......

There are about 30 bytes of $00 in the rom at address $24A0. This area was reserved for jump vectors, but was never needed. The XE OS does a rom checksum during power up. So I changed that routine so it will always pass the check.

This fix should also work on the XL series, but you may have to find a new location for the code.

The changes....

EPROM ADDRS	OLD	NEW	
3FFC	AA	A8	power up reset vector
3FFD	C2	E4	power up reset vector
3F90	38	18	defeat the rom check
24A8	00	AD	
24A9	00	F2	
24AA	00	02	
24AB	00	C9	
24AC	00	5C	
24AD	00	D0	

```
24AE     00      05
24AF     00      A9
24B0     00      00
24B1     00      8D
24B2     00      3D
24B3     00      03
24B4     00      4C
24B5     00      AA
24B6     00      C2
```

If you have both systems installed with a switch to select one of them at a time, you may want to make an additional change. Right now both systems use $5C for the first signature byte. You might change one of them to use a different signature byte. This would require finding all the places in the OS that it checks this byte and making the neccessary changes.

Once in a while, if your system is 'locked-up' it may take two attempts to get a cold start. It seems the first attempt gets the interrupt system working, then the second attempt does the coldstart.

NO MORE FLIPPING THE POWER SWITCH FOR ME.

Hope this works for you.

Ted Burger
317-835-7635

All the standard disclaimers apply. I don't work for any of the above companies, some people claim I don't work at all!!

From 8085552848475294375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,99ad0968f4773255,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-06 10:15:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: svozza@ARDC.ARPA (Steve Vozza, CAD)
Newsgroups: net.micro.atari8
Subject: [Steve Vozza: explanation of bug in "ULTIMA IV"]
Message-ID: <8603061927.AA04801@ucbvax.berkeley.edu>
Date: Thu, 6-Mar-86 13:15:41 EST
Article-I.D.: ucbvax.8603061927.AA04801
Posted: Thu Mar 6 13:15:41 1986

Date-Received: Sat, 8-Mar-86 04:55:23 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 40

TO ALL ADVENTURE GAMERS INTERESTED IN A 'BUGGY' SITUATION

----- Forwarded message # 1:

Date: Thu, 6 Mar 86 8:52:13 EST
From: Steve Vozza (CAD) <svozza@ARDC>
To: nep.pgelhausen@ames-vmsb
cc: svozza@ARDC
Subject: explanation of bug in "ULTIMA IV"

Mr. Hartman,

let me begin by saying that my e-mail service has been out of sorts for the last couple of days and I have had a lot of failed mail. So, my messages may have been incomplete or cut up by the mailing daemon. So, anyway the 'bug' that I have found on the "ULTIMA IV" disk is one which either causes the computer to lockup or the screen to print gibberish in the parser box. The bug is encounter on the first disk, side 2 (the towne side) and occurs when you try to converse with the proprietor who sells horses in the town of "PEW"?? (Don't quote on the town name just yet because I want to verify tonight and wil send a verification tomorrow) In any case, the bug does occur!!!!! How to get it repair you say??? Well the store where I purchased it said, "that a replacement disk would be available in about a month or so???" Can you believe this B.S.!!
It seems to me that Origin rushed this software out even though it took almost 2 years. It figures that ELECTRONIC ARTS is distributed this crappy disks!!!! Well anyway I get back to you tomorrow to verify the exact name of the 'buggy' town, and if you have any comments, or if you or any ULTIMA user needs any hints send me questions, replys, etc. by e-mail to svozza@ardc.

an continuous orc killer

s.v. (still vicious)

----- End of forwarded messages

From -3040743551298439975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b063de8e85567c51,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-06 14:39:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari8
From: Desaulniers.PA@XEROX.COM
Newsgroups: net.micro.atari8
Subject: Your Personal Net Worth Software
Message-ID: <860306-143958-1010@Xerox>
Date: Thu, 6-Mar-86 17:39:20 EST
Article-I.D.: Xerox.860306-143958-1010
Posted: Thu Mar 6 17:39:20 1986
Date-Received: Sat, 8-Mar-86 05:08:27 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Can anyone give me a review of what this program will do for you. Do
you like it? What have you compared it with? Is it worth the $50 that
it costs on a quality basis (this is assuming that the application suits
a personal need)? Etc. Be as verbose as you can about this item.

Thanks

Peter Desaulniers

From 2805839006020424488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 123760,a5aa6f5690fee711,start
X-Google-Attributes: gid123760,public
X-Google-Thread: 15c82e,a5aa6f5690fee711,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-07 00:36:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!petrus!scherzo!allegra!princeton!
orsvax1!pyrnj!caip!lll-crg!lll-lcc!well!farren
From: farren@well.UUCP (Mike Farren)
Newsgroups: net.games.video,net.micro.atari8
Subject: DANDY - "Gauntlet's Grandfather"
Message-ID: <736@well.UUCP>
Date: Fri, 7-Mar-86 03:36:38 EST
Article-I.D.: well.736
Posted: Fri Mar 7 03:36:38 1986
Date-Received: Sat, 8-Mar-86 23:56:01 EST
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 15
Xref: watmath net.games.video:593 net.micro.atari8:49

   Some time ago, I noted that the old APX (Atari Program Exchange, long
defunct) game DANDY seemed to be the inspiration for Gauntlet, and also
noted that I thought it was available via ANTIC magazine. Turns out
I was more-or-less right on both counts.
   Atari Games acknowledges a debt to DANDY in their development of
Gauntlet, but claims theirs was an independent idea that just happened

to end up looking similar.
   DANDY is, indeed, still available through ANTIC magazine, for the incredible bargain price of $12.95!! GET THIS GAME!

--
           Mike Farren
           uucp: {your favorite backbone site}!hplabs!well!farren
           Fido: Sci-Fido, Fidonode 125/84, (415)655-0667

From 8106045450941677159
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,55a0b19fd1423026,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-07 07:04:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!hao!hplabs!pesnta!pyramid!decwrl!dec-rhea!dec-pulman!peters
From: peters@dec-pulman.UUCP
Newsgroups: net.micro.atari8
Subject: Ultima IV talk by Lord British
Message-ID: <1561@decwrl.DEC.COM>
Date: Fri, 7-Mar-86 10:04:47 EST
Article-I.D.: decwrl.1561
Posted: Fri Mar 7 10:04:47 1986
Date-Received: Sun, 9-Mar-86 09:42:42 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 202

Glad to see a note on Ultima IV for the 8-bit Atari. I have it and my
son has spent dozens of hours playing it. As a former Ultima III player,
I find this game supurb.

I also ran into the but - it is on all early-release disks. But getting
a replacement is easy - just contact Origin Systems in Manchester, NH,
for the procedure. They know of the problem and have replacement disks
on hand (thats how I got mine).

While on this subject, I am the librarian for our local Atari user group,
and since we are near the headquarters of Origin, I asked someone from
there to come and speak to our club on the Ultima series of games. And
who should appear but Lord British (real name=Richard Garriott) himself!
He was extremely entertaining, and I jotted down notes as he spoke. The
following is an excerpt, from a full meeting summary, of his talk.

The highlight of the evening was the talk by Richard Garriott (Lord
British) of Origin Systems, Manchester, NH, who put out the Ultima
series of computer games. That series is probably the best fantasy DND
computer game set published. The quality of his talk was equal to the
quality of his games, and he kept us all entranced for over two hours!
Not only that, but he donated two of the newly released Ultima IV games

for the Atari 800s. We will probably raffle them off the next meeting.

What follows is a rough translation of the notes I jotted down as he was talking.

Origin Systems

- there are about 24 people inside the company, and 12 outside authors

- Electronic Arts is their current distributor, but the distribution rights to all the Ultima games are coming back to them soon

- the order of machine availability for these games is Commodore, Atari, IBM, and Mac. This ordering is simply due to conversion effort. All development is done on a Apple, since Richard is most familiar with it

Development plans

- the ST version of Ultima 3 is being worked on now; the ST version of Ultima 4 is coming after that

- Ultima V, which he is working on now (and which he demoed some initial graphics of), may be the last of the 8-bit games since he is pushing the current 8-bit hardware to the limit

- he plans to farm out bits of code in the future

- contrary to prior plans, there will be no Ultima 4, part 2: he will go directly on to Ultima 5.

- the company just bought several ST systems

Piracy

- he figures half his sales are lost due to piracy

- publishers claim Atari users have a reputation for piracy (Tom, from Compuclub, mentioned the same thing at our last meeting!)

- he has tried extensive software anti-pirate measures, but they have been defeated by determined hackers

- the need to transfer his software to RAM disk or hard-disk is apprec-iated, and he plans to require a boot disk to start the game, with the other disks being able to be copied freely

- the modified disk (laser zapped track) method is being considered for copy protection

General philosophy

- he got into the game programming field sort of by accident, and his first games were of the "hack and slash" variety

- he doesn't play his games much! He says after two years of developing a game, it gets tiring

- the plot is the last thing that goes into a game. He likes to program "backwards", working on all the details first

- he strives for an "escapist" atmosphere, so you can "lose yourself in the game"

- If you can design an interesting non-player character and he uses it, he will put your name in the game

- he feels advertising is useless, it is the initial announcement that is of crucial importance

- his primary motivation for writing games is not to make money, but simply because he enjoys it

- at times he was so determined to complete a game that he brought a sleeping bag into work and slept there over nite; during these periods of intense concentration, he will often "dream Ultima scenarios"

- he does play games from other authors, and says Karataka is "really classy", but that there is lots of sub-standard stuff out

- he hates to read instructions, and figures you should be able to start playing a game right away

- he doesn't like working with people on making games (he always has the final say on the fidelity of a translation) but invites comments, and strives to personally answer each letter sent to him

Ultima 4

- While Ultima 3 was based upon only a half-dozen concepts for completing the game, Ultima 4 requires about 3 notebooks of info to complete the game

- victory over evil is the general goal, so don't kill neutral things unless they attack you

- a major emphasis of Ultima 4 is the demonstration of your virtues (so don't steal chests, kick beggars, etc!)

- rather than a roll of the (computer) dice determining your starting attributes, you are questioned regarding your actions in certain hypothetical situations, and your beliefs determine your starting attributes

- in Ultima 4, you can converse more with the players (but not nearly to the extent that you can in Infocom games)

- Some versions of Ultima 4 have a few bugs, and if your version is one of them, you can exchange your disk for a new one

- an attempt was made to eliminate all forms of cheating, and an especially strong effort was made to make it impossible to kill Lord British, as you can do in Ultima 3 under some unusual circumstances.

- the strange writing he uses, called Runes, comes from Tolkein's Lord of the Rings series, who in turn got them from old German writings

- if you take an action by mistake, hit the space bar to abort it

- if you need a ship, stay near the water when you travel

- when you get a vision at a shrine, write it down

- if you get stuck, type control-S and call Origin Systems. The counters displayed will enable them to tell you what you are doing wrong

Sales

- they do market games for authors, but the gaming market is presently hard to break into. He suggests first putting together a preliminary game, and then going and getting a publishers comments.

- they do play testing on games, and most anyone can do this play testing. BUT, you have to do it in their office and there is no pay (except an occasional free lunch). Therefore, their play testers tend to be local

- while some games companies are in financial trouble, his company is doing fine

- in 6 months, Ultima 4 has already outsold Ultima 3

- Up to recently, Apple sales lead Commodore, which lead Atari. With the mass merchandisers getting more involved in sales, Apple and Commodore sales are now close, and lead another group split between IBM, Atari, and the Mac.

- the company bias toward computer hardware is toward monetary payback, meaning the sales potential of software on a particular computer

Game programming

- a game translation to another machine costs about $100k.

- the routine(s) to draw a graphics window are a very time critical part
  of the programming effort

- the ST and Amiga versions of Ultima will be written in C

- due to the CPU similarity, Commodore and Atari translations are
  relatively easy

He then discussed the game Road Warrier, which his company also markets,
but I didn't take any notes on it. I figured the above would just about
saturate any reader!

I hope you found that as interesting as our Atari club did! If you want
to call Origin Systems, their phone is (603) 644-3360.

/Don Peters, Digital, 617-689-1242/

...decvax!decwrl!dec-rhea!dec-pulman!peters

From -5711133751938534642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,3399202cdd0c9ac5,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-07 09:17:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!
seismo!lll-crg!lll-lcc!ucdavis!ucbvax!mitre.arpa!camis..ajb
From: camis..ajb@MITRE.ARPA (ajb@mitre)
Newsgroups: net.micro.atari8
Subject: Plea for help with ACTION! (again)
Message-ID: <8603071717.AA18252@mitre.ARPA>
Date: Fri, 7-Mar-86 12:17:58 EST
Article-I.D.: mitre.8603071717.AA18252
Posted: Fri Mar 7 12:17:58 1986
Date-Received: Wed, 12-Mar-86 01:52:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 25

I'm trying this request for help one more time. My first request yielded
no responses...
I need to know several things about advanced programming in ACTION! :

1) Is it possible to "chain" ACTION! programs (load in and
   execute a new program at termination of first program).

2) Is it possible to invoke the ACTION! compiler from within
   a program. (lets say that I have a source file on disk
   and I wish to have a program invoke the compiler to
   compile the file from disk into memory). All you

probably need is the entry point that the ACTION! monitor calls when you type the "C" command; as well as knowing where this routine expects to find the file name.

3) Is there some magical document that explains the above and other mysteries (e.g. symbol table format ...)

Please (!!!!!!) reply with ANY information to me at the following address.

Alan J. Broder
ajb@mitre.arpa
(703)883-5614 (office - voice)

From 1655889442417129592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,24c19057fc4876bf,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-07 10:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!gmr.CSNET!godden
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari8
Subject: Recycling old 800's
Message-ID: <8603092357.AA13233@ucbvax.berkeley.edu>
Date: Fri, 7-Mar-86 13:49:00 EST
Article-I.D.: ucbvax.8603092357.AA13233
Posted: Fri Mar 7 13:49:00 1986
Date-Received: Wed, 12-Mar-86 01:54:03 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

I'm thinking of upgrading to a 130XE, but only if I can recycle my old 800 to serve some useful purpose. 2 things I have thought of are using the 800 as a printer buffer and using it to simulate another disk drive. Has anyone out there done this before? Is there any code available? Any pointers as to how to go about either of these? And the biggest question--is it reasonable to do these things in the first place?

Any other suggested uses for an old 800?
Thanks.

-Kurt Godden
godden%gmr@csnet-relay

From 6634662508482490799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,99d0396c9ca49ffe

X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-07 17:27:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!sumex-aim.arpa!MRC%PANDA
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari8
Subject: Re: Lisp on the 800XL.
Message-ID: <12188925585.11.MRC@PANDA>
Date: Fri, 7-Mar-86 20:27:59 EST
Article-I.D.: PANDA.12188925585.11.MRC
Posted: Fri Mar 7 20:27:59 1986
Date-Received: Wed, 12-Mar-86 03:34:57 EST
References: <1426@cwruecmp.UUCP>
Sender: kupfer@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

There is something called "Interlisp" for the Atari 8-bit series from
Datasoft. It's a pretty weak implementation though.

From 5844649650915234009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,513c9608d1b649cf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,513c9608d1b649cf
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,513c9608d1b649cf
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-08 07:06:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!hplabs!pesnta!pyramid!decwrl!sun!saber!
imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari,net.micro.atari8,net.micro.atari16
Subject: Re: Foul language
Message-ID: <298@imagen.UUCP>
Date: Sat, 8-Mar-86 10:06:46 EST
Article-I.D.: imagen.298
Posted: Sat Mar 8 10:06:46 1986
Date-Received: Wed, 12-Mar-86 03:47:24 EST
References: <1174@ihlpa.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 52
Xref: watmath net.micro.atari:2959 net.micro.atari8:55 net.micro.atari16:144

> > From uucp Mon Mar 3 09:47 CST 1986

> > >From ucbvax!@SUMEX-AIM.ARPA:MRC@PANDA Mon Mar 3 08:30:17 1986 remote from ihnp4
> > From: Mark Crispin <ihnp4!ucbvax!SUMEX-AIM.ARPA!MRC%PANDA>
> > Subject: Re: The correct use of the atari sub-groups
> > To: ihlpa!freak
> > In-Reply-To: <1159@ihlpa.UUCP>
> > Postal-Address: 1802 Hackett Ave.; Mountain View, CA 94043-4431
> > Phone: +1 (415) 968-1052
> > Message-Id: <12187383027.8.MRC@PANDA>
> > Status: RO
> >
> > Clancy Malloy -
> >
> >   Will you cut your goddamn fucking shit-sucking whining? It is bad
> > enough that there is trash on the list without you flaming to everybody
> > on the net about misdirected postings.
> >
> >   No wonder AT&T is going down the tubes, if this sort of bullshit is
> > all AT&T's employees worry about.
> > -------
> >
>
>   Why don't you grow up. And try to curb your foul language.
>
> From inside the Tesseract of
>   Clancy Malloy
>   (ihnp4!ihlpa!freak)
>
> --
> | Everyone looked up and realized that we were only tenants of this world; |
> | We have been given a new lease, and a warning, from the landlord. |
> --

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

welcome to the club, i also recieved such a foul mouthed missive
from mrc; i was advised by people that i work with that know him
that he is a child and best ignored. I was also told that when he
left his last job to come out here, his old boss called his new one
to thank him, i don't know if that is true but after one email from
him i believe it. As my wife says consider the source and ignore him.
--

     The master is not yet married, nor do I think he ever will be.
                -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-8101
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 5297886753402305647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15c82e,b30f50ef09b1624d
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-09 06:09:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site dalcs.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!alberta!ubc-vision!
garfield!dalcs!csta35@USL-PA.UUCP (John Joubert)
From: csta35@USL-PA.UUCP (John Joubert)
Newsgroups: net.micro.atari8
Subject: (none)
Message-ID: <1656@dalcs.UUCP>
Date: Sun, 9-Mar-86 09:09:41 EST
Article-I.D.: dalcs.1656
Posted: Sun Mar 9 09:09:41 1986
Date-Received: Tue, 11-Mar-86 00:33:44 EST
Sender: news@dalcs.UUCP
Organization: Dalhousie University, Halifax, N.S., Canada
Lines: 4

    please include me on the Net.micro.atari8 and 16 lists.
    Thank You.
                    John Joubert

From 7744338321796189833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 123760,a5aa6f5690fee711
X-Google-Attributes: gid123760,public
X-Google-Thread: 15c82e,a5aa6f5690fee711
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-09 16:32:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!topaz!
lll-crg!lll-lcc!vecpyr!atari!dyer
From: dyer@atari.UUcp (Landon Dyer)
Newsgroups: net.games.video,net.micro.atari8
Subject: Re: DANDY - "Gauntlet's Grandfather"
Message-ID: <132@atari.UUcp>
Date: Sun, 9-Mar-86 19:32:28 EST
Article-I.D.: atari.132
Posted: Sun Mar 9 19:32:28 1986
Date-Received: Wed, 12-Mar-86 04:21:00 EST
References: <736@well.UUCP>
Organization: Atari Corp., Sunnyvale CA
Lines: 15
Xref: watmath net.games.video:594 net.micro.atari8:58

>   Some time ago, I noted that the old APX (Atari Program Exchange, long
> defunct) game DANDY seemed to be the inspiration for Gauntlet, and also

> noted that I thought it was available via ANTIC magazine. Turns out
> I was more-or-less right on both counts.
Right. Jack Palevich, the author of Dandy, got a ``free'' Gauntlet machine
from Atari Coinop. In return, he signed papers saying that he wouldn't
try to sue them. (He took the Gauntlet machine into work....)

> GET THIS GAME!
I agree. It is one of the truly /great/ multiplayer games. You can
design (and store) your own dungeons, since there's a built-in dungeon
editor.

-Landon